TRANSMITTAL FORM

(to be used for all correspondence during pendency of filed application)

Application Number	10/826,973
Filing Date	April 16, 2004
First Named Inventor	Gregory E. Niles
Group Art Unit Number	2671
Examiner Name	Ulka J. Chauhan
Total Number of Pages in This Submission	172
Attorney Docket Number	P3331US1 (18602-08906)

ENCLOSURES *(check all that apply)*

- ☒ Fee Transmittal Form (in duplicate)
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- ☒ Return Receipt Postcard
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- ☐ Assignment & Recordation Cover Sheet
- ☐ Declaration
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- ☐ Application Data Sheet
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- ☐ Formal Drawing(s):
  - [ ] Sheet(s) of Figure(s) [ ]
- ☐ Appeal Communication to Board of Appeals and Interferences
- ☐ Appeal Communication to Group *(Appeal Notice, Brief, Reply Brief)*
- ☐ Certified Copy of Priority Document(s)
- ☐ After Allowance Communication to Group
- ☒ Petition Under 37 CFR §1.84(b)(2) (with Preliminary Amendment C and 3 sets of color figures)
- ☐ _____
- ☐ _____
- ☐ _____
- ☐ _____
- ☐ _____

REMARKS:

SIGNATURE OF ATTORNEY OR AGENT

Signature:			
Attorney/Reg. No.:	Sabra-Anne R. Truesdale, Reg. No. 55,687	Dated:	11-4-05

CERTIFICATE OF MAILING

I hereby certify that this correspondence, including the enclosures identified above, is being deposited with the United States Postal Service as first class mail in an envelope addressed to: Commissioner for Patents, P.O. Box 1450, Alexandria, VA 22313-1450 on the date shown below. If the Express Mail Mailing Number is filled in below, then this correspondence is being deposited with the United States Postal Service "Express Mail Post Office to Addressee" service pursuant to 37 CFR 1.10.

Signature:			
Typed or Printed Name:	Sabra-Anne R. Truesdale	Dated:	11-4-05
Express Mail Mailing Number *(optional)*:			

IN THE UNITED STATES

PATENT AND TRADEMARK OFFICE

APPLICANT(S): Gregory E. Niles, et al.

APPLICATION NO.: 10/826,973

FILING DATE: April 16, 2004

TITLE: Animation of an Object Using Behaviors

EXAMINER: Ulka J. Chauhan

GROUP ART UNIT: 2671

ATTY. DKT. NO.: P3331US1 (18602-08906)

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PETITION UNDER 37 CFR § 1.84(b)(2)

SIR:

Applicants hereby submit forty-nine (49) sheets containing Figures 73-74, 89, 91-92, 96-98, 100, 102, 104, 106, 108, 110-115, 117-119, 131, 138-139, 141-142, 144-145, 147-149, 153-155, 157-168, and 177-178 and Petition under 37 CFR § 1.84(b)(2) for their acceptance as color photographs. Applicants respectfully submit that the use of color photographs is necessary to disclose the subject matter to be patented.

11/10/2005 MBERHE 00000056 10826973
01 FC:1464 130.00 OP

Enclosed herewith are the following:

~~11/10/2005 MBERHE 00000055 192555 10826973~~
~~01 FC:1464 130.00 DA~~

- three (3) copies of the color photographs

- payment for the petition fee of $130.00 under 37 CFR 1.17(h)

- an amendment to the specification.

Respectfully submitted,
GREGORY E. NILES, ET AL.

Dated: 11-4-05

By: _____
Sabra-Anne R. Truesdale, Reg. No.: 55,687
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Mountain View, CA 94041
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FEE TRANSMITTAL for FY 2005

Patent fees are subject to annual revision.

☐ Applicant claims small entity status. See 37 CFR 1.27

TOTAL AMOUNT OF PAYMENT ($) 130.00

Complete if Known	
Application Number	10/826,973
Filing Date	April 16, 2004
First Named Inventor	Gregory E. Niles
Examiner Name	Ulka J. Chauhan
Art Unit	2671
Attorney Docket No.	P3331US1 (18602-08906)

METHOD OF PAYMENT (check all that apply)

☒ Check ☐ Credit Card ☐ Money Order ☐ Other ☐ None

☒ Deposit Account:

Deposit Account Number: 19-2555

Deposit Account Name: Fenwick & West LLP

The Commissioner is authorized to: *(check all that apply)*

☐ Charge fee(s) indicated below ☒ Credit any overpayments

☒ Charge all required fee(s) or any underpayment of fee(s) due under 37 CFR §1.16 or §1.17 during the pendency of this application

☐ Charge fee(s) indicated below, **except for the filing fee** to the above-identified deposit account.

FEE CALCULATION

1. BASIC FILING FEE

Large Entity Fee Code	Large Entity Fee ($)	Small Entity Fee Code	Small Entity Fee ($)	Fee Description	Fee Paid

SUBTOTAL (1) ($) .00

2. EXTRA CLAIM FEES FOR UTILITY AND REISSUE

		Extra Claims		Fee from below		Fee Paid
Total Claims	-20**=		x		=	0
Independent Claims	-3** =		x		=	0
Multiple Dependent					=	0

Large Entity Fee Code	Large Entity Fee ($)	Small Entity Fee Code	Small Entity Fee ($)	Fee Description
1202	50	2202	25	Claims in excess of 20
1201	200	2201	100	Independent claims in excess of 3
1203	360	2203	180	Multiple dependent claim, if not paid
1204	200	2204	100	**Reissue independent claims over original patent
1205	50	2205	25	**Reissue claims in excess of 20 and over original patent

SUBTOTAL (2) ($) .00

**or number previously paid, if greater; For Reissues, see above

FEE CALCULATION (continued)

3. ADDITIONAL FEES

Large Entity Fee Code	Large Entity Fee ($)	Small Entity Fee Code	Small Entity Fee ($)	Fee Description	Fee Paid
1051	130	2051	65	Surcharge - late filing fee or oath or declaration	
1052	50	2052	25	Surcharge - late provisional filing fee or cover sheet	
1053	130	1053	130	Non-English specification	
1812	2,520	1812	2,520	For filing a request for *ex parte* reexamination	
1804	920*	1804	920*	Requesting publication of SIR prior to Examiner action	
1805	1,840*	1805	1,840*	Requesting publication of SIR after Examiner action	
1251	120	2251	60	Extension for reply within first month	
1252	450	2252	225	Extension for reply within second month	
1253	1020	2253	510	Extension for reply within third month	
1254	1,590	2254	795	Extension for reply within fourth month	
1255	2,160	2255	1,080	Extension for reply within fifth month	
1401	500	2401	250	Notice of Appeal	
1402	500	2402	250	Filing a brief in support of an appeal	
1403	1000	2403	500	Request for oral hearing	
1451	1,510	1451	1,510	Petition to institute a public use proceeding	
1452	500	2452	250	Petition to revive - unavoidable	
1453	1,500	2453	750	Petition to revive - unintentional	
1501	1,400	2501	700	Utility issue fee (or reissue)	
1502	800	2502	400	Design issue fee	
1503	1100	2503	550	Plant issue fee	
1460	130	1460	___	Petitions to the Director	130
1807	50	1807	50	Processing fee for Provisional Applications	
1806	180	1806	180	Submission of Information Disclosure Stmt	
8021	40	8021	40	Recording each patent assignment per property (times number of properties)	
1809	790	2809	395	Filing a submission after final rejection (37 CFR 1.129(a))	
1810	790	2810	395	For each additional invention to be examined (37 CFR 1.129(b))	
1801	790	2801	395	Request for Continued Examination (RCE)	
1802	900	1802	900	Request for expedited examination of a design application	

Other fee (specify)_____

SUBTOTAL (3) ($) 130

*Reduced by Basic Filing Fee Paid

SUBMITTED BY

Complete (if applicable)

Name (Print/Type)	Sabra-Anne R. Truesdale	Registration No. (Attorney/Agent)	55,687	Telephone (650) 335-7187
Signature	Sabra Truesdale	Date	11-4-05	

IN THE UNITED STATES

PATENT AND TRADEMARK OFFICE

IDF

APPLICANT(S): Gregory E. Niles, et al.

APPLICATION NO.: 10/826,973

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TITLE: Animation of an Object Using Behaviors

EXAMINER: Ulka J. Chauhan

GROUP ART UNIT: 2671

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Signature:			
Typed or Printed Name:	**Sabra-Anne R. Truesdale, Reg. No. 55,687**	Dated:	11-4-05
Express Mail Mailing Number (*optional*):			

MAIL STOP AMENDMENT
COMMISSIONER FOR PATENTS
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ALEXANDRIA, VA 22313-1450

PRELIMINARY AMENDMENT C

SIR:

Prior to examination of the above-identified patent application, please amend the above-referenced application as set forth below.

AMENDMENTS TO THE SPECIFICATION

On page 1, immediately under the heading "Brief Description of the Drawings", please insert the following paragraph:

--The patent or application file contains at least one drawing executed in color. Copies of this patent or patent application publication with color drawing(s) will be provided by the Office upon request and payment of the necessary fee.--

CLAIMS

None of the claims has been amended. They are reproduced here for the Examiner's convenience.

1. (Original) In a computer-implemented animation system, a method for animating an object, the method comprising:

receiving a first input, the first input specifying a first behavior, the first behavior indicating how to change a value of a first parameter of the object over time;

animating the object by changing the value of the first parameter of the object over time according to the specified behavior; and

outputting the animated object.

2. (Original) The method of claim 1, wherein the object comprises a two-dimensional object.

3. (Original) The method of claim 1, further comprising receiving a second input, the second input specifying a keyframe indicating the value for the first parameter of the object at a first point in time, and wherein animating the object comprises changing the value of the first parameter of the object according to the specified behavior and further according to the specified keyframe.

4. (Original) The method of claim 1, further comprising receiving a second input, the second input specifying a second behavior, the second behavior indicating how to change a value of a second parameter of the object over time, and wherein animating the object further comprises

changing the value of the second parameter of the object according to the second specified behavior.

5. (Original) The method of claim 1, further comprising receiving a second input, the second input specifying a second behavior, the second behavior indicating how to change the value of the first parameter of the object over time, and wherein animating the object comprises changing the value of the first parameter of the object according to the first specified behavior and the second specified behavior.

6. (Original) The method of claim 5, wherein changing the value of the first parameter of the object according to the first specified behavior and the second specified behavior comprises determining a combined change to the value of the first parameter of the object according to a combination of the first specified behavior and the second specified behavior.

7. (Original) The method of claim 1, wherein the first behavior comprises one from a group consisting of:

a Fade In/Fade Out behavior;

a Grow/Shrink behavior;

a Motion Path behavior;

a Snap Alignment to Motion behavior;

a Spin behavior;

a Throw behavior;

an Align to Motion behavior;

an Attracted To behavior;

an Attractor behavior;

a Drag behavior;

a Drift Attracted To behavior;

a Drift Attractor behavior;

an Edge Collision behavior;

a Gravity behavior;

an Orbit Around behavior;

a Random Motion behavior;

a Repel behavior;

a Repel From behavior;

a Rotational Drag behavior;

a Spring behavior;

a Vortex behavior; and

a Wind behavior.

8. (Original) The method of claim 1, wherein the object comprises a text object and the first behavior comprises one from a group consisting of:

a Crawl Left behavior;

a Crawl Right behavior;

a Scroll Up behavior;

a Scroll Down behavior;

a Randomize behavior;

a Sequence behavior;

a Position behavior;

a Rotation behavior;

an Opacity behavior;

a Scale behavior;

a Tracking behavior; and

a Type On behavior.

9. (Original) The method of claim 1, wherein the first behavior indicates that the value of the first parameter of the object should be averaged over time.

10. (Original) The method of claim 1, wherein the first behavior indicates that the value of the first parameter of the object should be changed using a user-specified custom change.

11. (Original) The method of claim 1, wherein the first behavior indicates that the value of the first parameter of the object should be negated.

12. (Original) The method of claim 1, wherein the first behavior indicates that the value of the first parameter of the object should oscillate over time.

13. (Original) The method of claim 1, wherein the first behavior indicates that the value of the first parameter of the object should ramp over time.

14. (Original) The method of claim 1, wherein the first behavior indicates that the value of the first parameter of the object should be randomized.

15. (Original) The method of claim 1, wherein the first behavior indicates that the value of the first parameter of the object should change over time according to a specified rate.

16. (Original) The method of claim 1, wherein the first behavior indicates that changes to the value of the first parameter of the object should be executed in reverse order.

17. (Original) The method of claim 1, wherein the first behavior indicates that the value of the first parameter of the object should not change.

18. (Original) The method of claim 1, wherein the first behavior indicates that the value of the first parameter of the object should wriggle over time.

19. (Original) The method of claim 1, wherein the object comprises one from a group consisting of:

an image object;

a text object;

a particle system;

a filter;

a generator; and

a behavior.

20. (Original) The method of claim 1, wherein the first behavior comprises at least one user-settable behavior parameter, the method further comprising receiving a second input specifying a value for the behavior parameter, and wherein animating the object comprises changing the value of the first parameter of the object according to the first specified behavior and the specified value for the behavior parameter.

21. (Original) In a computer-implemented animation system, a method for animating an object, the method comprising:

receiving an input, the input specifying the object;

creating one or more duplicates of the object according to a first plurality of parameters; and

animating the one or more duplicates by changing a value of a parameter of a duplicate over time according to a second plurality of parameters.

22. (Original) The method of claim 221, further comprising receiving an input, the input specifying a parameter, and wherein animating the one or more duplicates comprises changing the value of the parameter of the duplicate over time according to the second plurality of parameters and the specified parameter.

23. (Original) A user interface for a computer program for animating an object according to a behavior, the behavior having at least one user-settable parameter specifying how the behavior changes a value of at least one parameter of the object, the user interface comprising:

a control area; and

a user-manipulable control element located within the control area, for specifying a value for the at least one user-settable parameter of the behavior.

24. (Original) The user interface of claim 23, wherein the user-manipulable control element comprises a representation of a vector having a magnitude and an orientation.

25. (Original) The user interface of claim 24, wherein the control area comprises a circle, and wherein the representation of the vector comprises an arrow, the body of the arrow being a straight line, the tail of the arrow located in the center of the circle, the arrow pointing toward a point on the circumference of the circle.

26. (Original) The user interface of claim 25, wherein the magnitude of the vector controls a first user-settable parameter of the behavior, and wherein the orientation of the vector controls a second user-settable parameter of the behavior.

27. (Original) The user interface of claim 26, wherein the first user-settable parameter comprises a speed with which the object moves and wherein the second user-settable parameter comprises a direction in which the object moves.

28. (Original) The user interface of claim 27, wherein the behavior comprises a Throw behavior.

29. (Original) The user interface of claim 27, wherein the behavior comprises a Wind behavior.

30. (Original) The user interface of claim 23, wherein the user-manipulable control element comprises an arrow having a curved body.

31. (Original) The user interface of claim 30, wherein the control area comprises a circle, and wherein the curved body of the arrow comprises an arc of the circumference of the circle, the tail and the head of the arrow located on the circumference of the circle, the arrow pointing along the circumference of the circle.

32. (Original) The user interface of claim 31, wherein the length of the arrow controls a first user-settable parameter of the behavior, and wherein the direction of the arrow controls a second user-settable parameter of the behavior.

33. (Original) The user interface of claim 32, wherein the first user-settable parameter comprises a speed with which the object rotates and wherein the second user-settable parameter comprises a direction in which the object rotates.

34. (Original) The user interface of claim 33, wherein the behavior comprises a Spin behavior.

35. (Original) The user interface of claim 23, wherein the user-manipulable control element comprises a first rectangle.

36. (Original) The user interface of claim 35, wherein the control area comprises a second rectangle, the second rectangle indicating an original size of the object.

37. (Original) The user interface of claim 36, wherein a difference between a width of the first rectangle and a width of the second rectangle controls a first user-settable parameter of the behavior, and wherein a difference between a height of the first rectangle and a height of the second rectangle controls a second user-settable parameter of the behavior.

38. (Original) The user interface of claim 37, wherein the first user-settable parameter comprises a change in the object's width and the second user-settable parameter comprises a change in the object's height.

39. (Original) The user interface of claim 38, wherein the behavior comprises a Grow/Shrink behavior.

40. (Original) The user interface of claim 23, wherein the user-manipulable control element comprises a first triangular region and a second triangular region.

41. (Original) The user interface of claim 40, wherein the control area comprises an area separating the first triangular region and the second triangular region.

42. (Previously Presented) The user interface of claim 40, wherein a width of the first triangular region controls a first user-settable parameter of the behavior, and wherein a width of the second triangular region controls a second user-settable parameter of the behavior.

43. (Original) The user interface of claim 42, wherein the first user-settable parameter comprises a fade-in time of the object and the second user-settable parameter comprises a fade-out time of the object.

44. (Original) The user interface of claim 43, wherein the behavior comprises a Fade In/Fade Out behavior.

45. (Original) The user interface of claim 23, wherein the control area is semi-transparent.

46. (Original) A user interface for a computer program for animating an object, wherein animating an object comprises creating one or more duplicates of the object and animating the one or more duplicates by changing a value of a parameter of the one or more duplicates over time, the user interface comprising:

a control area; and

one or more controls for setting one or more parameters of the animation.

47. (Original) The user interface of claim 46, wherein the user-manipulable control element comprises a representation of a vector having a magnitude and an orientation.

48. (Original) The user interface of claim 47, wherein the control area comprises a circle, and wherein the representation of the vector comprises an arrow, the body of the arrow being a straight line, the tail of the arrow located in the center of the circle, the arrow pointing toward a point on the circumference of the circle.

49. (Original) The user interface of claim 48, wherein the magnitude of the vector controls a first user-settable parameter of the animation, and wherein the orientation of the vector controls a second user-settable parameter of the animation.

50. (Original) The user interface of claim 49, wherein the first user-settable parameter comprises a speed with which the one or more duplicates moves and wherein the second user-settable parameter comprises a direction in which the one or more duplicates moves.

51. (Original) The user interface of claim 46, wherein the user-manipulable control element comprises two points.

52. (Original) The user interface of claim 47, wherein the control area comprises a circle, and wherein the two points are located on the circumference of the circle, and wherein the two points specify a segment of the circle.

53. (Original) The user interface of claim 48, wherein the size of the segment of the circle controls a first user-settable parameter of the animation, and wherein the position of the segment of the circle controls a second user-settable parameter of the animation.

54. (Original) The user interface of claim 49, wherein the first user-settable parameter comprises a size of a range in which the one or more duplicates moves and wherein the second user-settable parameter comprises a location of the range in which the one or more duplicates moves.

55. (Original) The user interface of claim 46, wherein the control area is semi-transparent.

56. (Original) A method for generating a frame of an object using behaviors, comprising:

determining a current state of the object;

traversing a data structure to identify behaviors affecting the object;

accumulating forces for the behaviors affecting the object; and

generating a frame of the object according to the accumulated forces.

57. (Original) The method of claim 56, further comprising determining an initial velocity for the object.

58. (Original) The method of claim 56, wherein at least one of the behaviors is a motion behavior.

59. (Original) The method of claim 56, wherein at least one of the behaviors is a simulation behavior.

60. (Original) The method of claim 56, wherein at least one of the behaviors is a parameter behavior.

61. (Original) The method of claim 56, wherein the data structure comprises a tree structure.

62. (Original) The method of claim 56, wherein generating the frame comprises applying a mid-point method differential solver to determine a new parameter value for the object.

63. (Original) The method of claim 56, wherein the parameter value comprises a position of the object.

64. (Original) The method of claim 56, further comprising:

traversing the data structure to identify collisions; and

responsive to the existence of a collision, adjusting a system state to maintain a collision constraint.

65. (Original) The method of claim 56, further comprising iteratively repeating the animating step until a desired frame is reached.

66. (Original) The method of claim 56, wherein at least one object state is specified in terms of a keyframe, the method further comprising converting at least one keyframe into a set of forces that, when applied to the object, approximate the motion represented by the keyframe.

67..(Original) The method of claim 66, wherein converting at least one keyframe into a set of forces comprises deriving a set of forces based on the velocity and acceleration at the keyframe.

68. (Original) A method for generating an animation for an object using behaviors, the animation comprising a plurality of frames, the method comprising:

for each frame:

determining a current state of the object;

traversing a data structure to identify behaviors affecting the object;

accumulating forces for the behaviors affecting the object;

generating a frame of the object according to the accumulated forces; and

outputting the generated frame.

69. (Original) The method of claim 68, wherein at least one of the determining, traversing, accumulating, generating and outputting steps for a first frame is performed concurrently with at least one of the determining, traversing, accumulating, generating and outputting steps for a second frame.

70. (Original) A method for animating an object using parameter behaviors, comprising:

traversing a stack of operations on a range of values;

responsive to a single behavior value being sufficient to evaluate all operations in the stack, passing the single behavior value to each operation in the stack; and

responsive to a single behavior value not being sufficient to evaluate all operations in the stack:

determining a range of input values to compute a requested output range; and

passing the determined range of input values to each operation in the stack.

71. (Original) A method for animating an object using a behavior, comprising:

outputting an original animation for the object according to a first behavior;

concurrently with outputting the object animation, accepting user input; and

outputting an updated animation for the object according to the user input.

72. (Original) The method of claim 71, wherein the user input comprises a command for changing a value of a parameter of the behavior, and wherein outputting the updated animation comprises outputting the updated animation according to the changed value of the parameter.

73. (Original) The method of claim 71, wherein the user input comprises a command for applying a second behavior to the object and wherein outputting the updated animation comprises outputting the updated animation according to the first and second behaviors.

74. (Original) The method of claim 71, wherein outputting the updated animation is performed without interrupting the animation for the object.

75. (Original) The method of claim 71, wherein the updated animation reflects the changed value of the parameter in real-time.

76. (Original) The method of claim 71, wherein outputting the original animation and outputting the updated animation each comprise rendering a plurality of frames and caching the rendered frames.

77. (Original) The method of claim 71, wherein outputting the original animation and outputting the updated animation each comprise rendering each of a plurality of frames sequentially.

78. (Original) The method of claim 71, wherein outputting the original animation and outputting the updated animation each comprise rendering each of a plurality of frames sequentially by calculating a current frame based on a previous frame.

79. (Original) The method of claim 71, wherein outputting the original animation and outputting the updated animation each comprise rendering a plurality of frames and periodically caching a subset of the rendered frames in an interval cache.

80. (Original) The method of claim 71, wherein outputting the original animation and outputting the updated animation each comprise evaluating, by a first thread, a first subset of frames, and evaluating, by a second thread, a second subset of frames.

81. (Original) The method of claim 80, wherein the first subset and the second subset of frames each comprise alternate frames of the animation.

82. (Original) In a computer-implemented animation system, a method for animating an object, the method comprising:

receiving a first input, the first input specifying a first behavior, the first behavior indicating how to change a value of a parameter of the object over time;

using at least one of a pixel shader and a vertex shader to generate a plurality of frames of the object, according to the specified behavior; and

outputting the plurality of frames.

REMARKS

None of the claims has been amended. The specification has been amended to reference color drawings. No new matter has been added.

Applicants respectfully request that the Examiner enter this amendment. The Examiner is invited to contact the undersigned in order to advance the prosecution of this case.

Respectfully submitted,
GREGORY E. NILES, ET AL.

Dated: 11-4-05

By: _____

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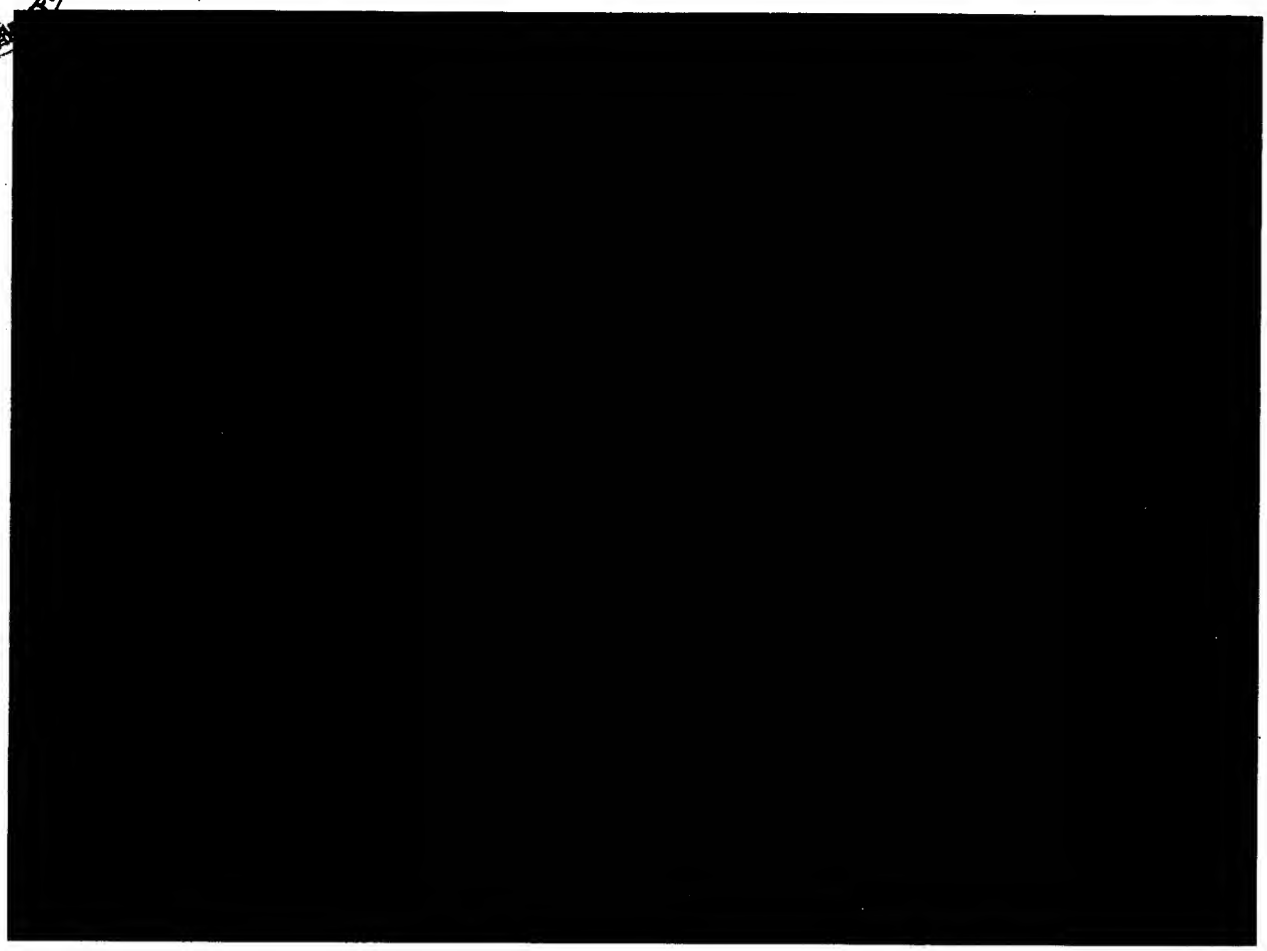

FIG. 73

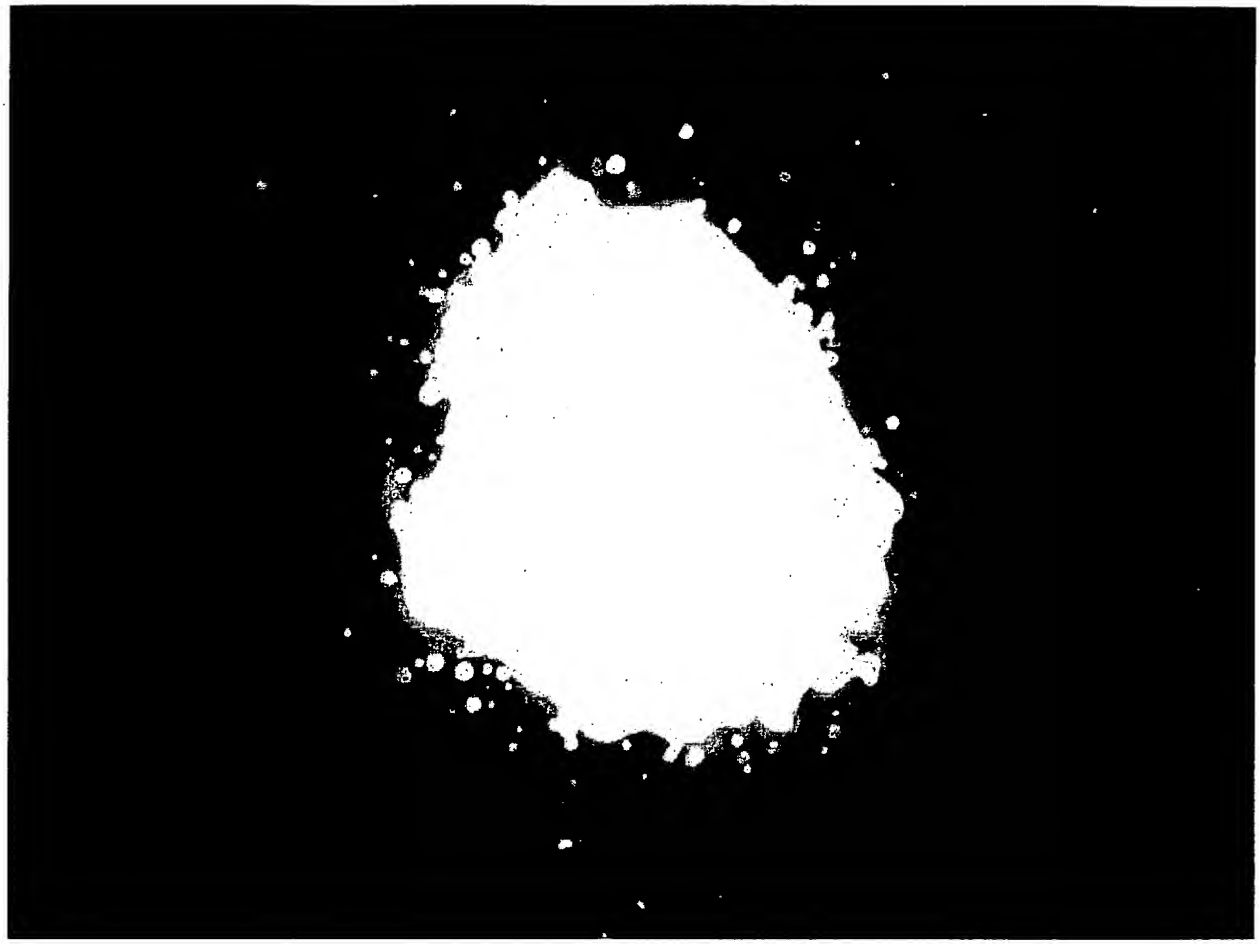

FIG. 74

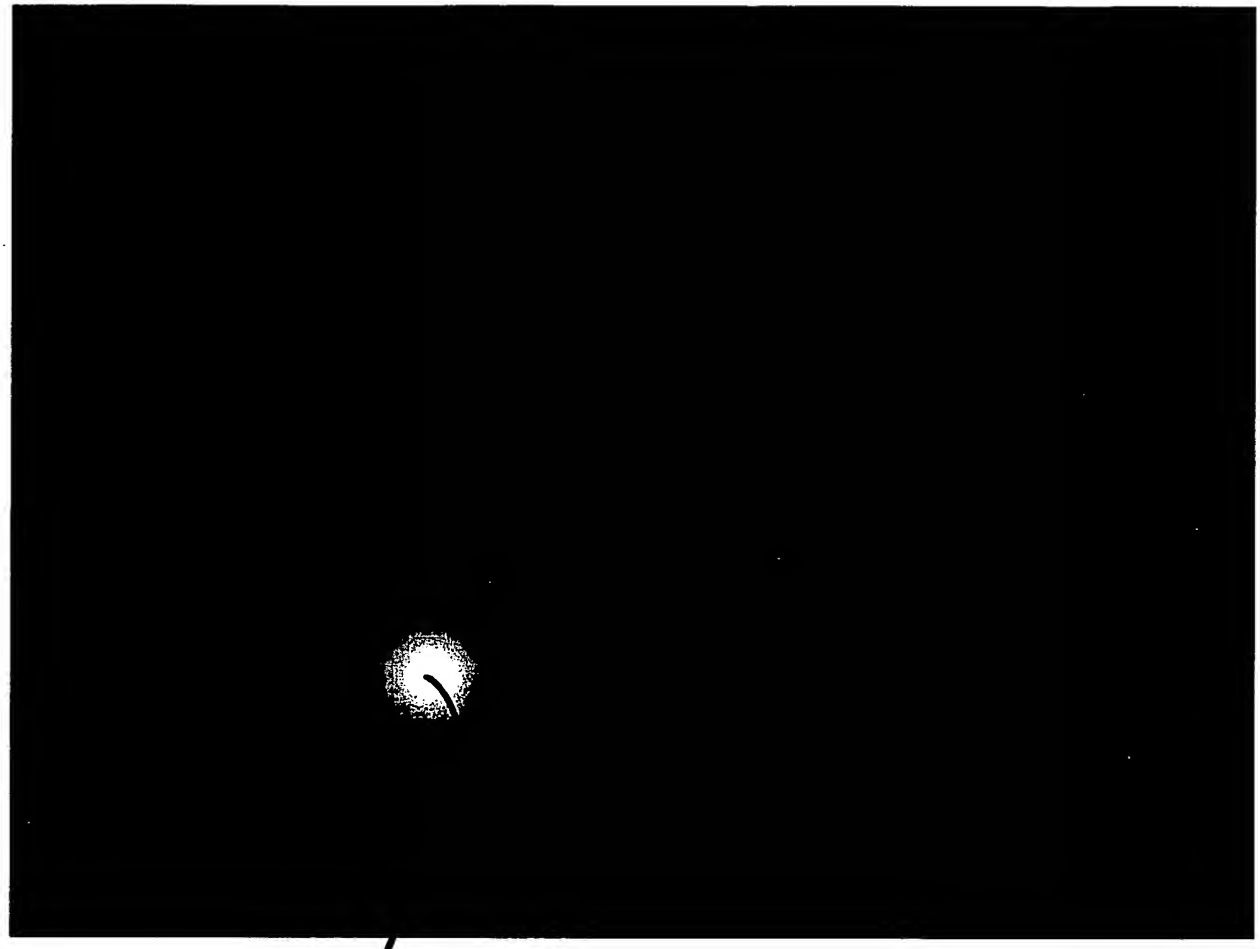

FIG. 89

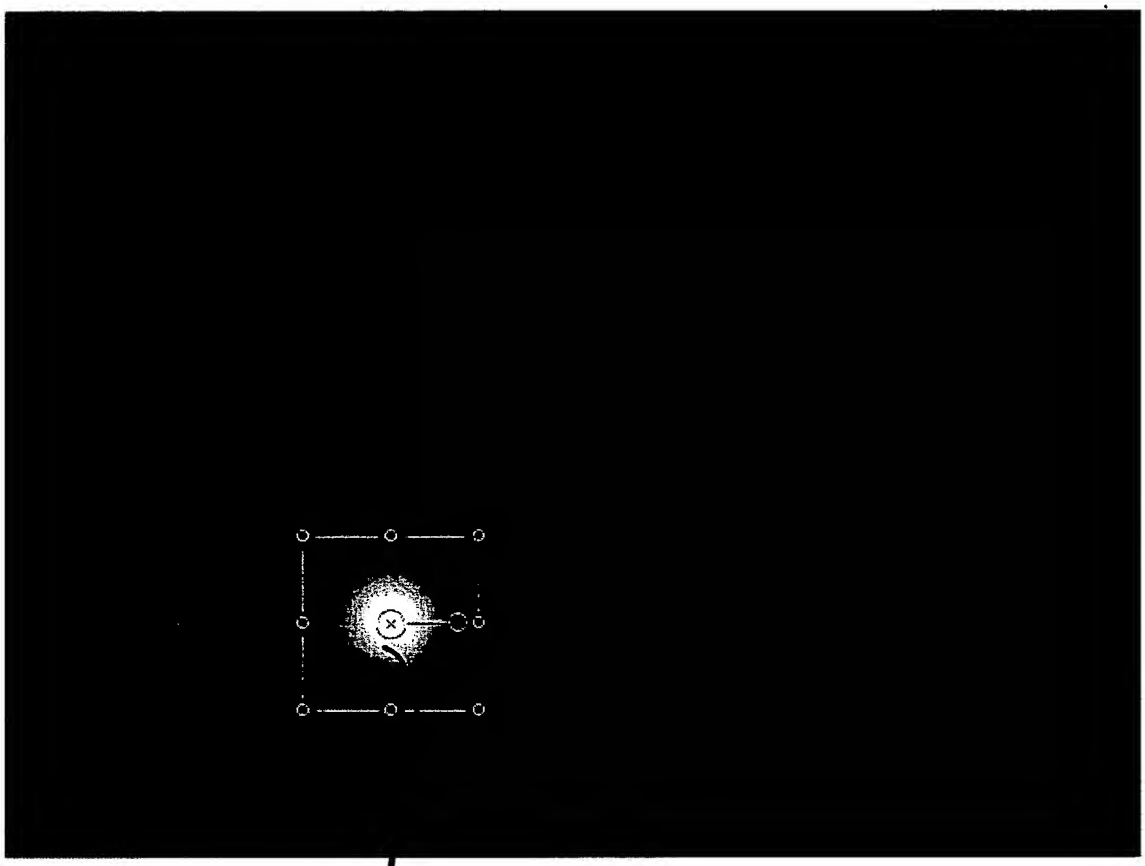

FIG. 91

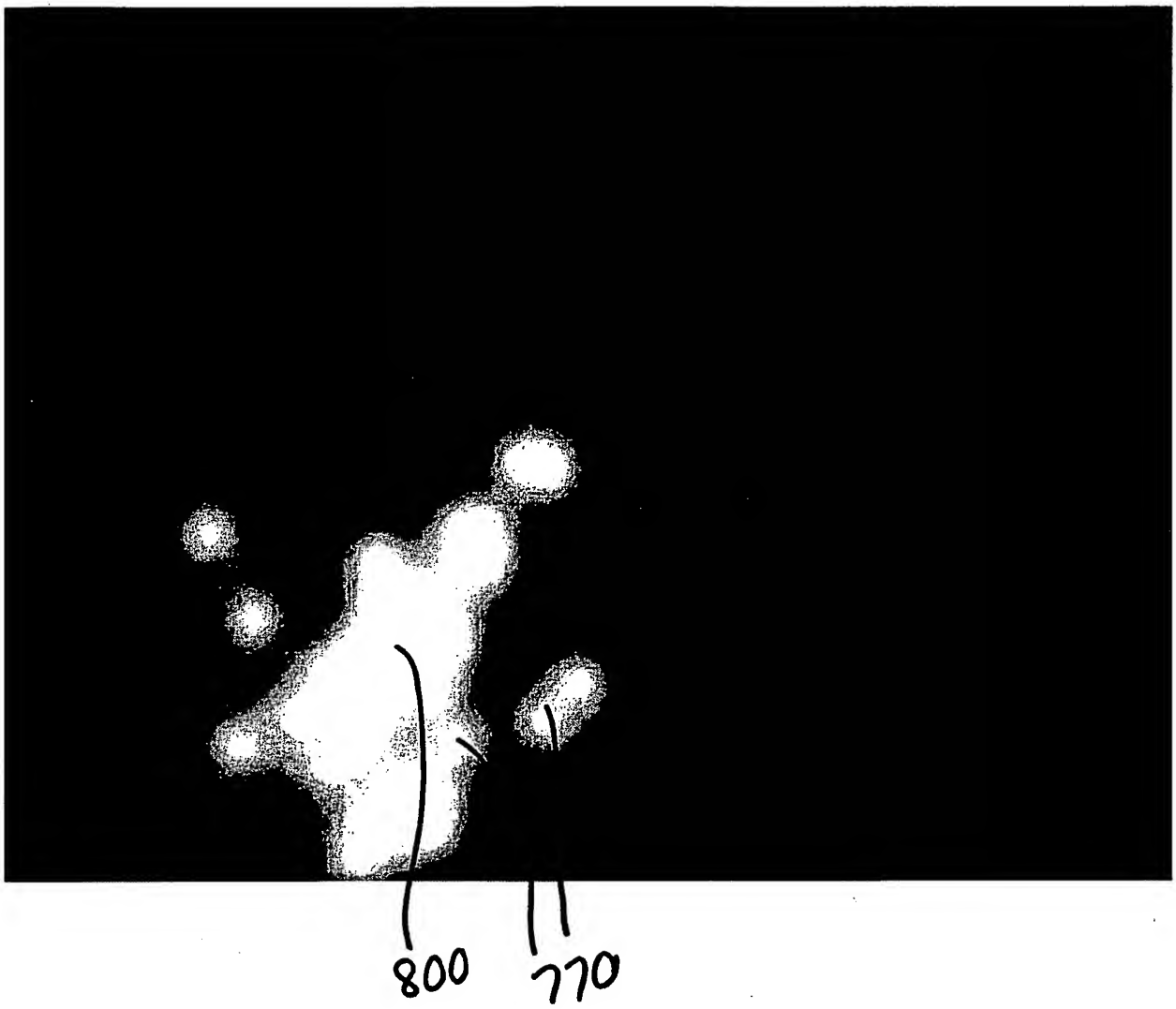

FIG. 92

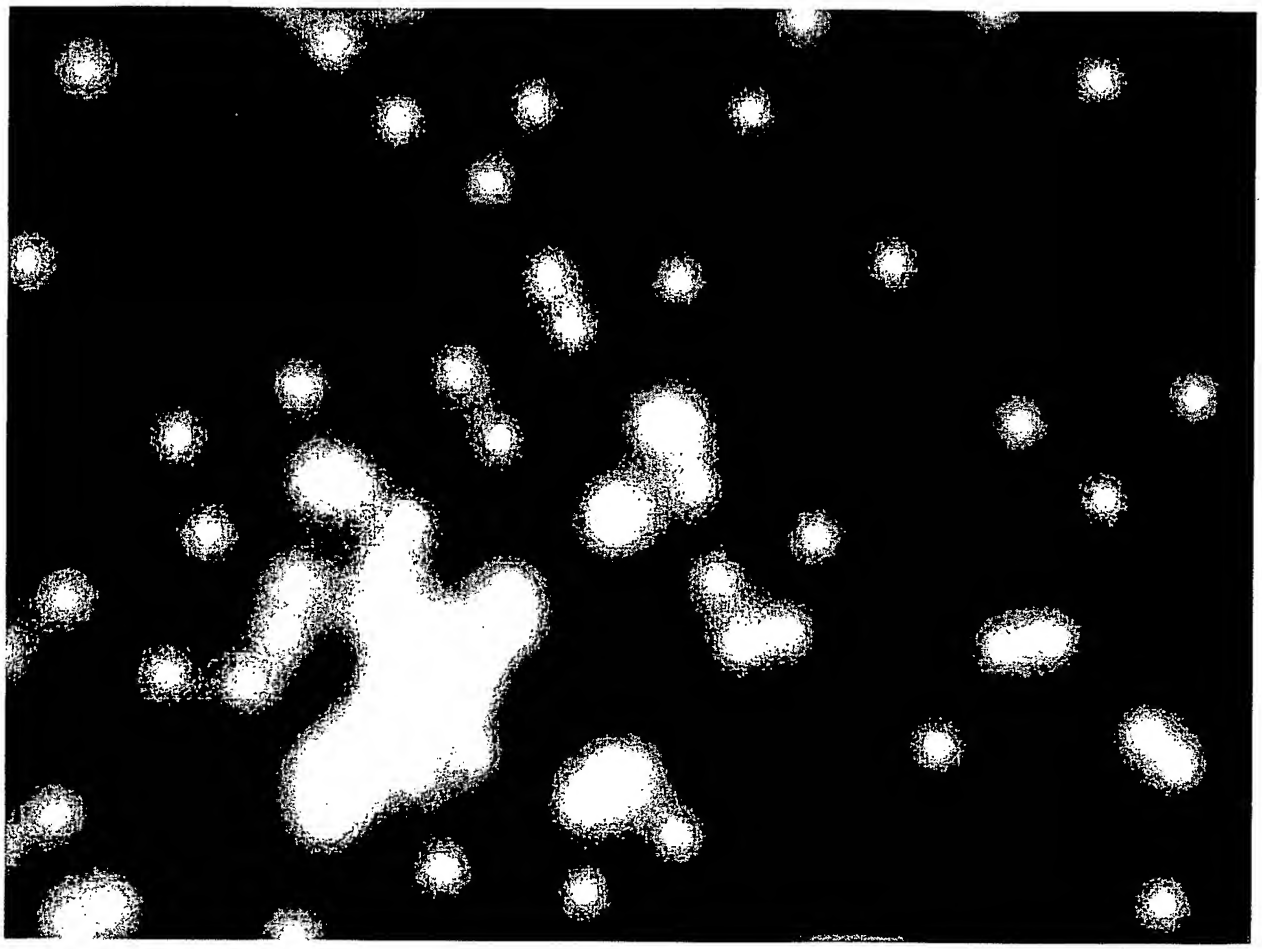

FIG. 96

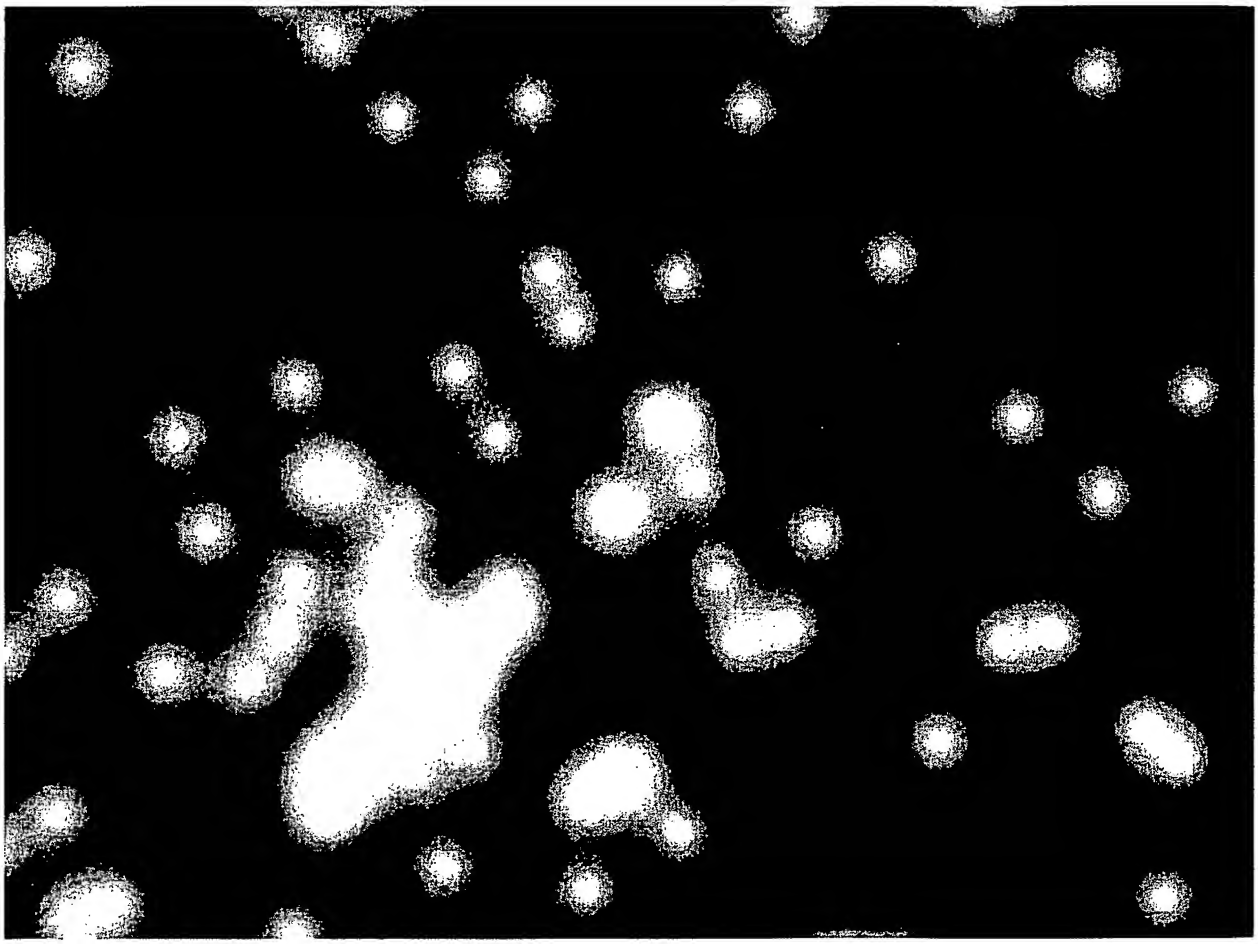

FIG. 97

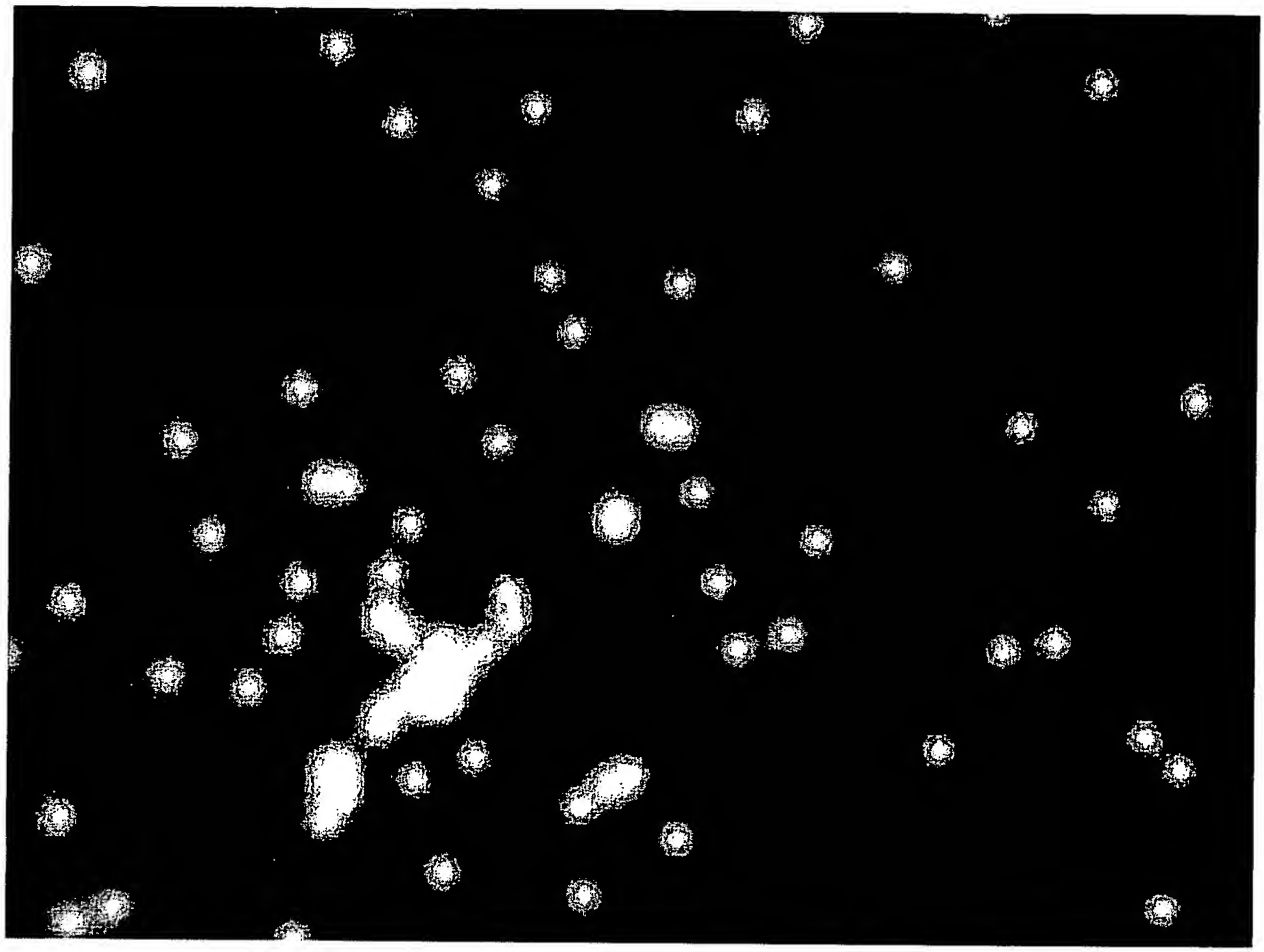

FIG. 98

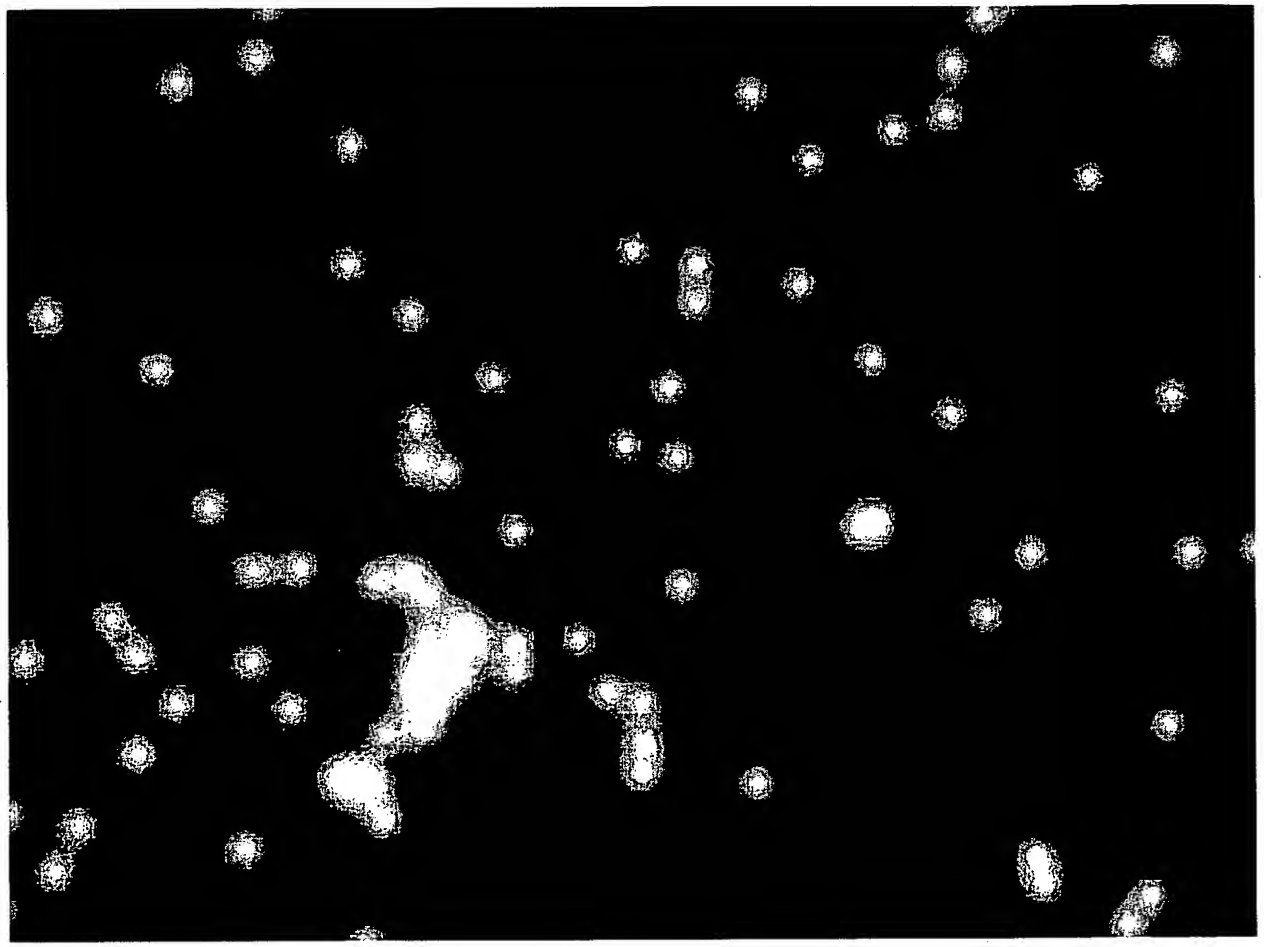

FIG. 100

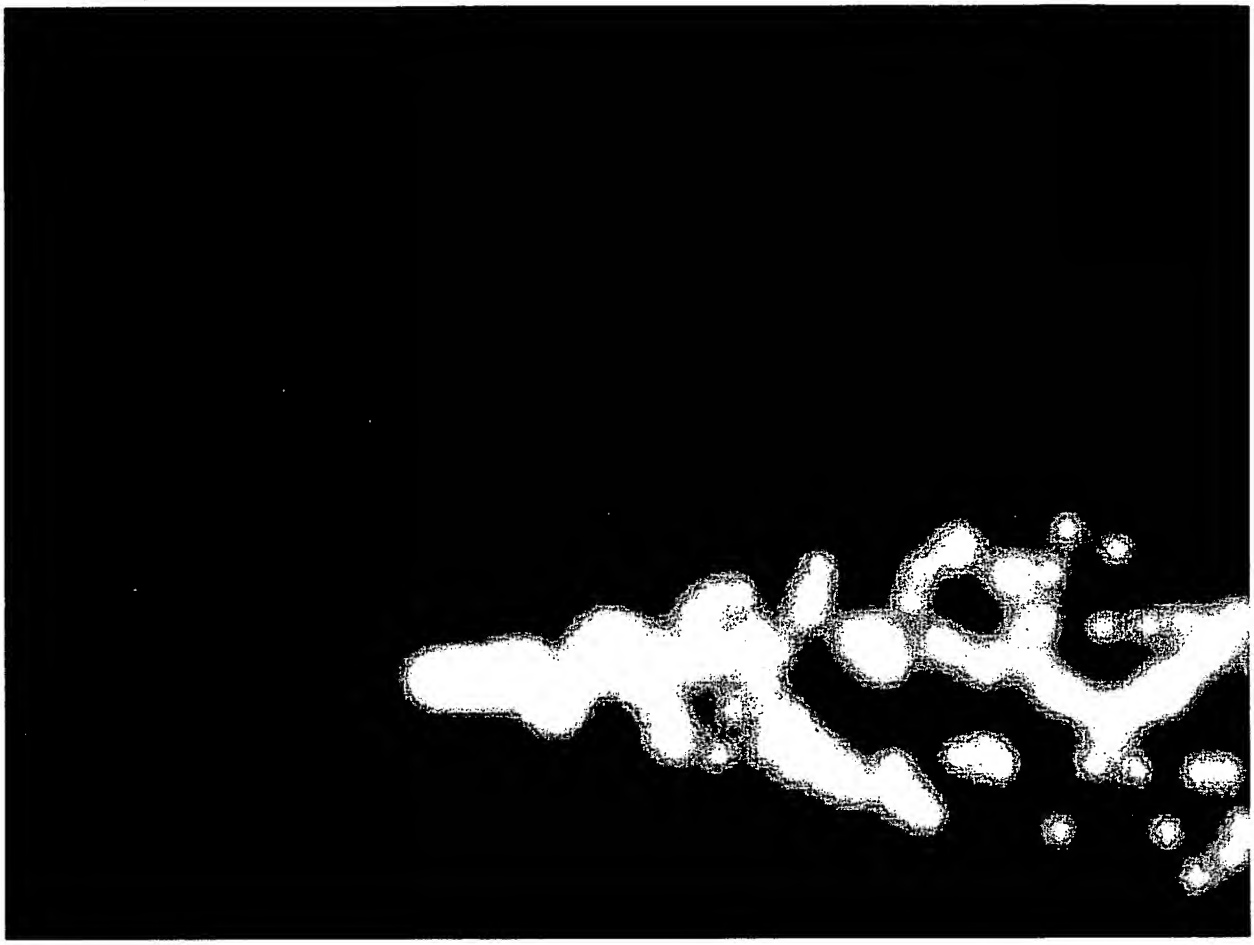

FIG. 102

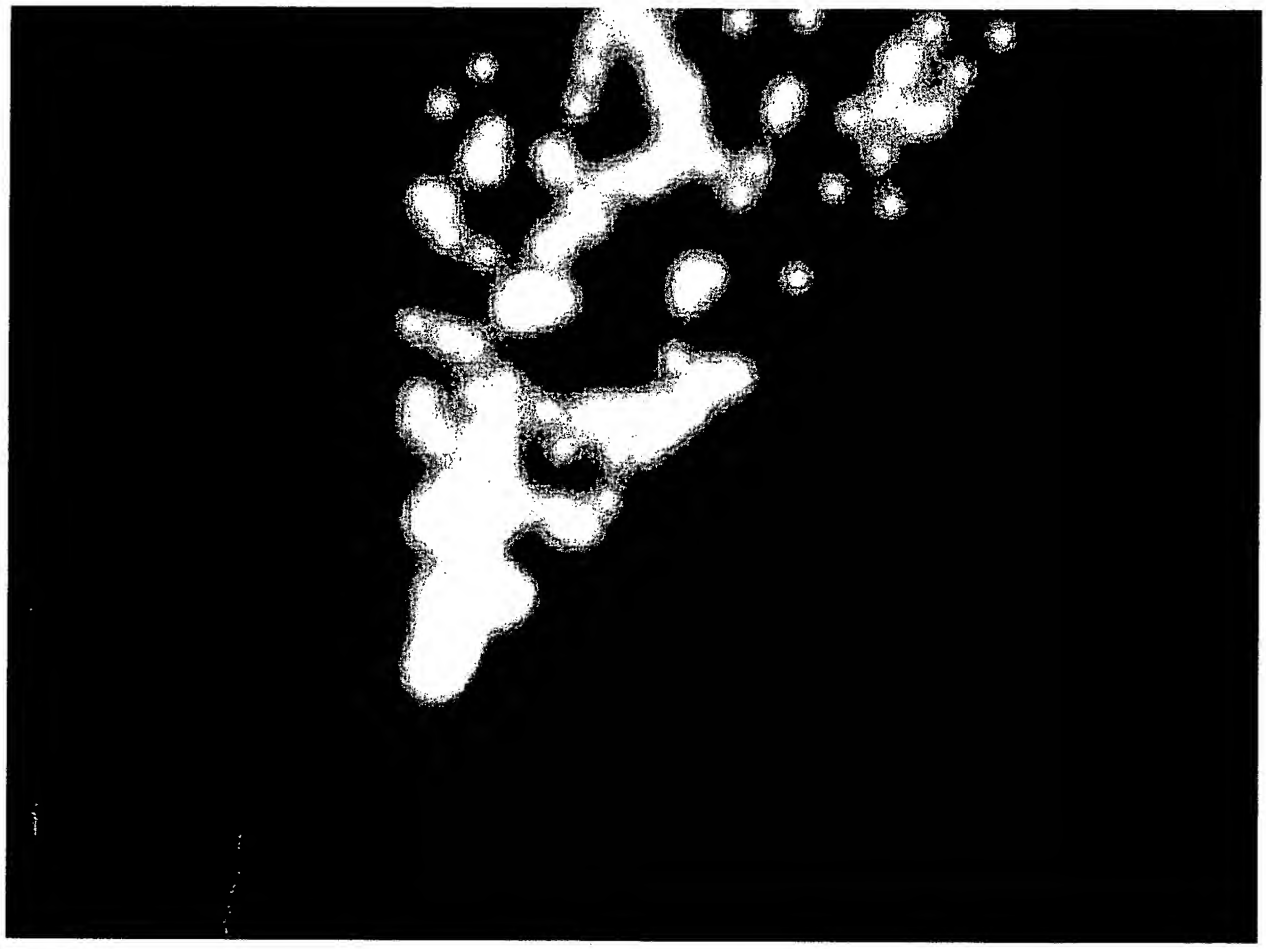

FIG. 104

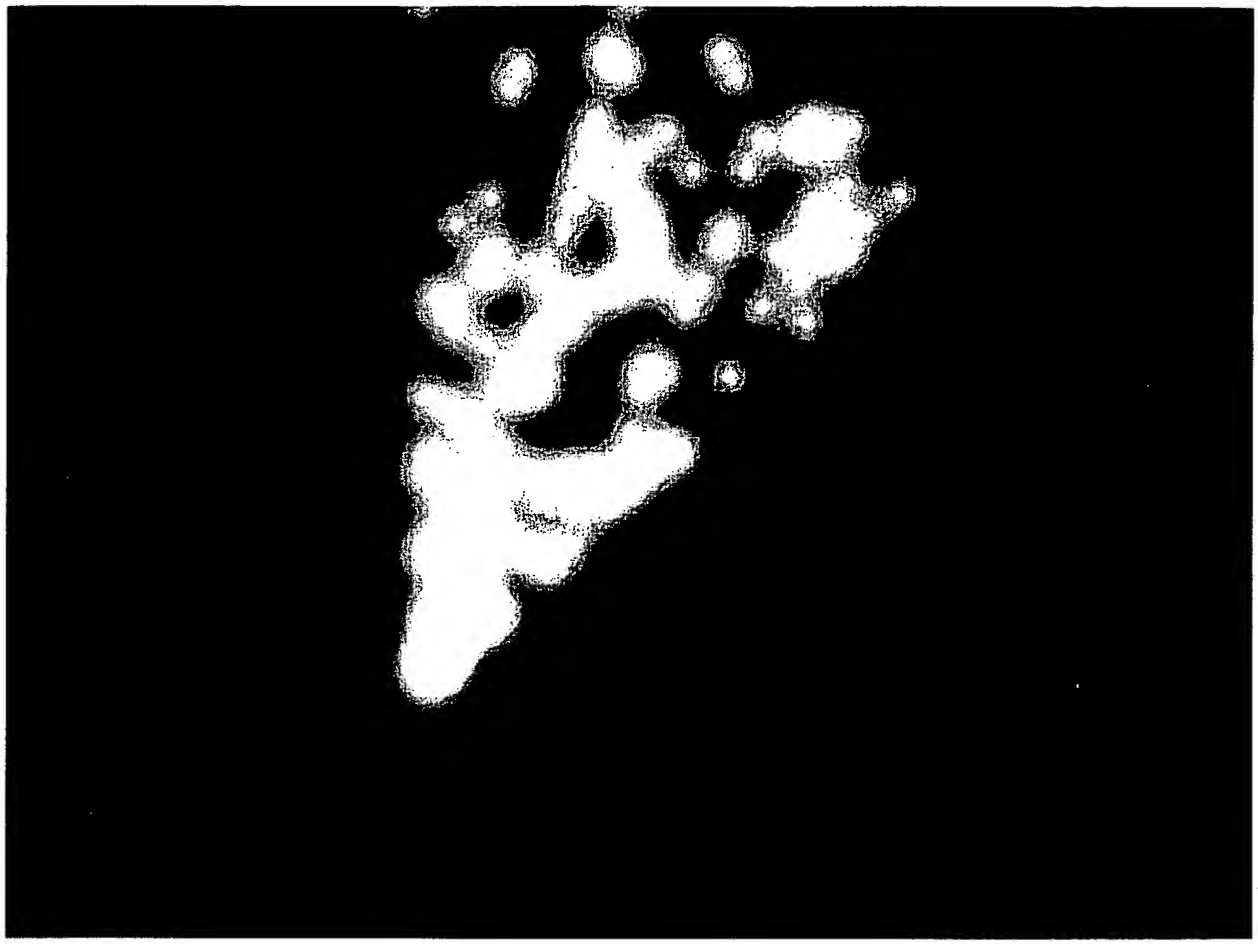

FIG. 106

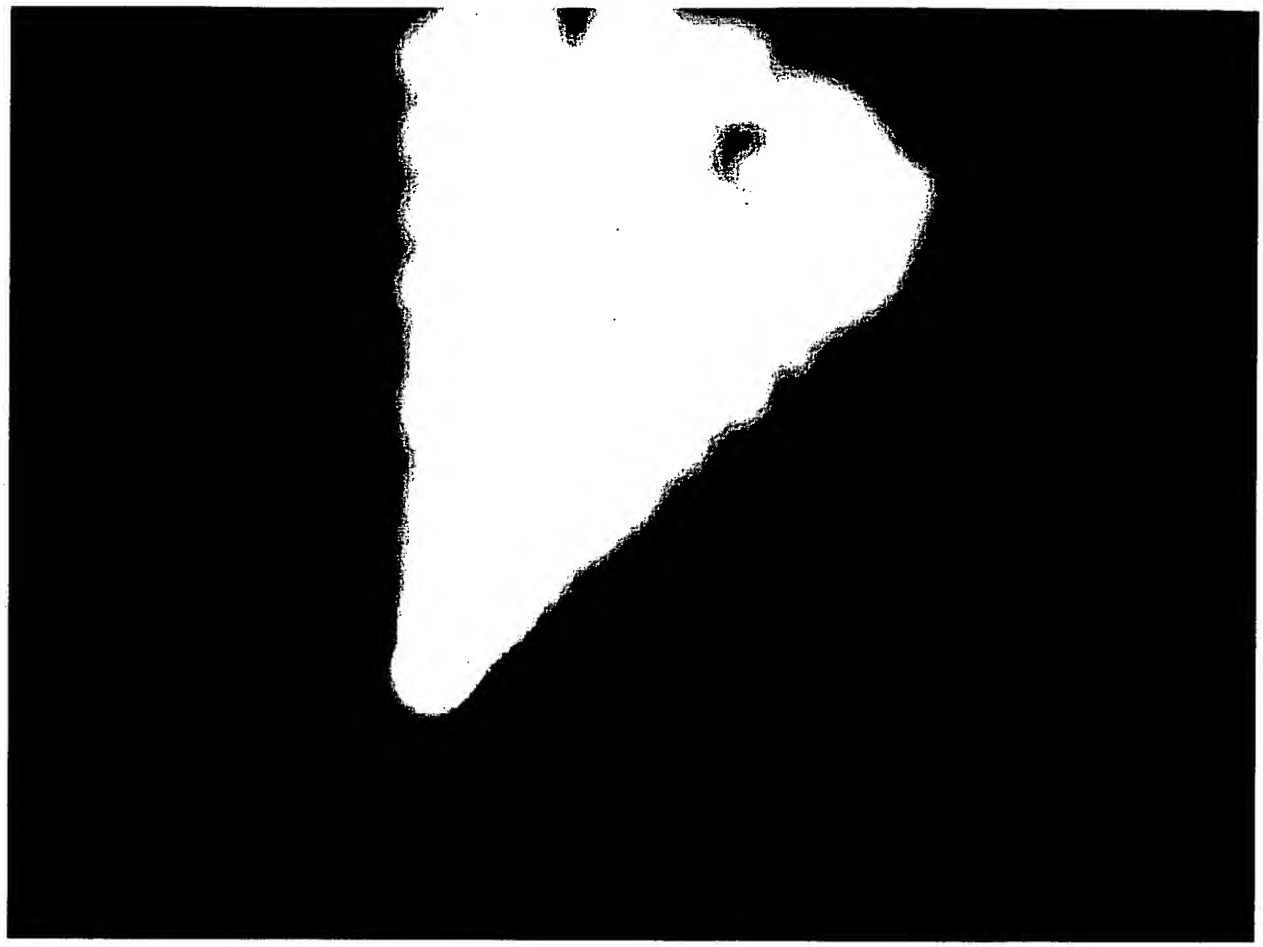

FIG. 108

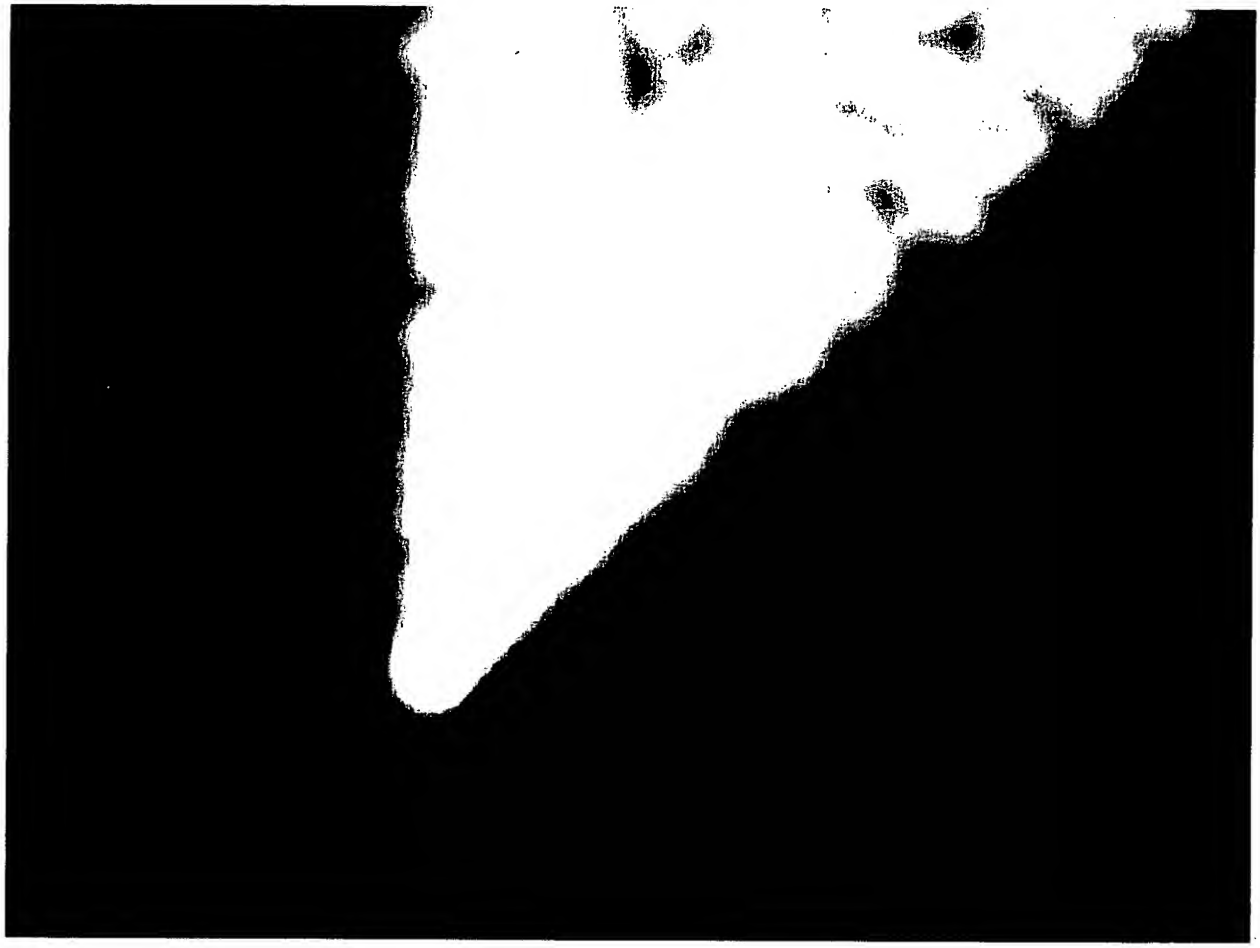

FIG. 110

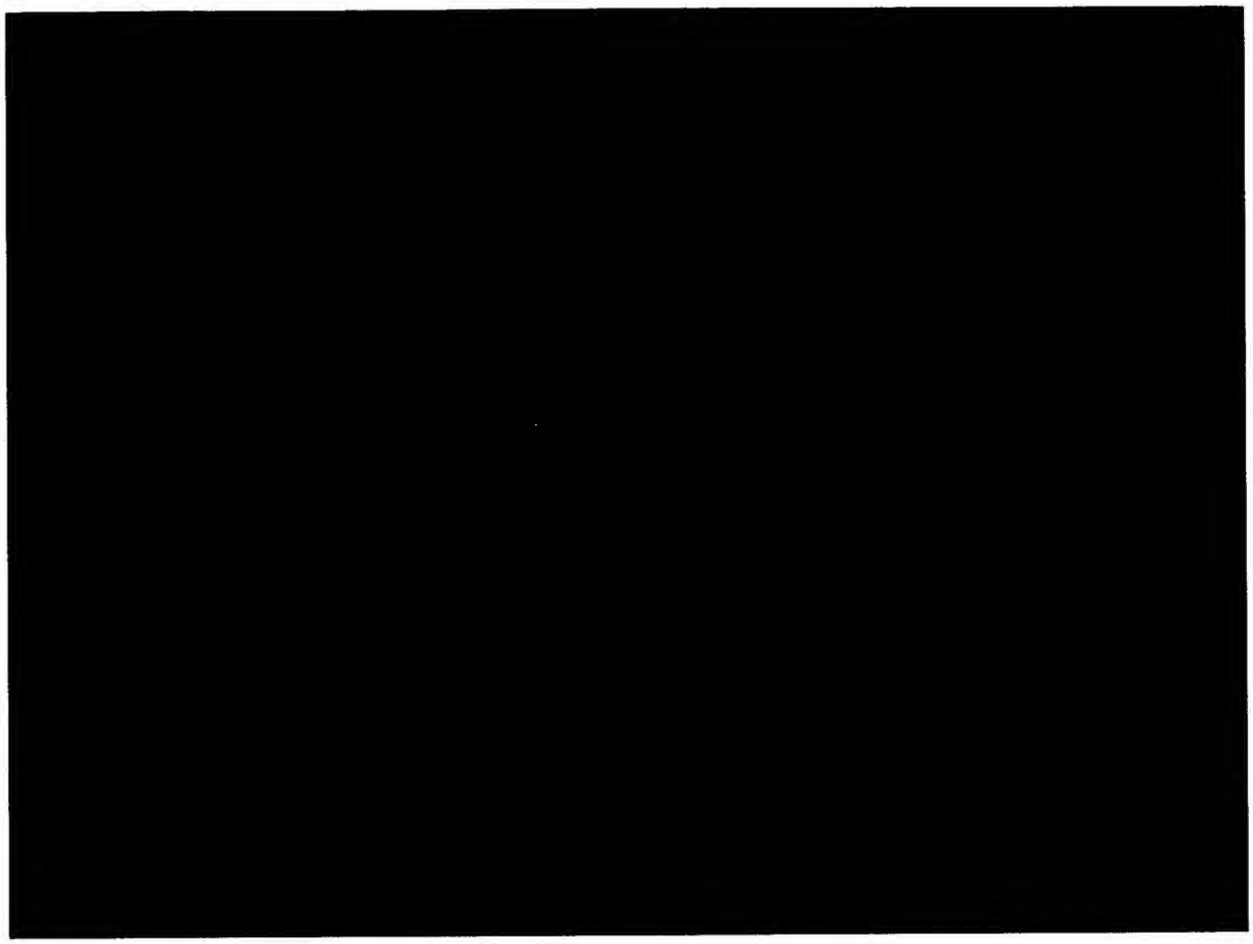

FIG. 111

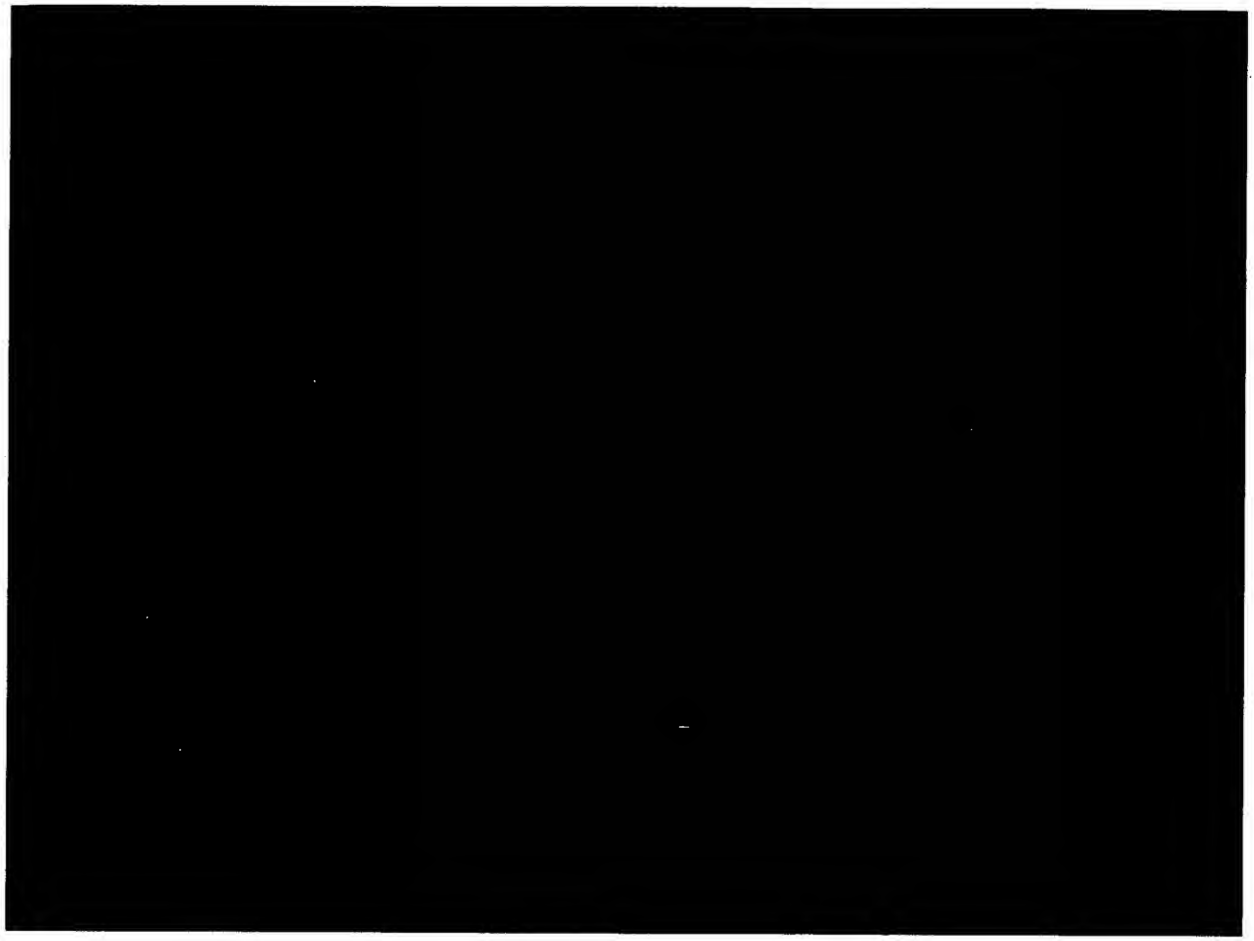

FIG. 112

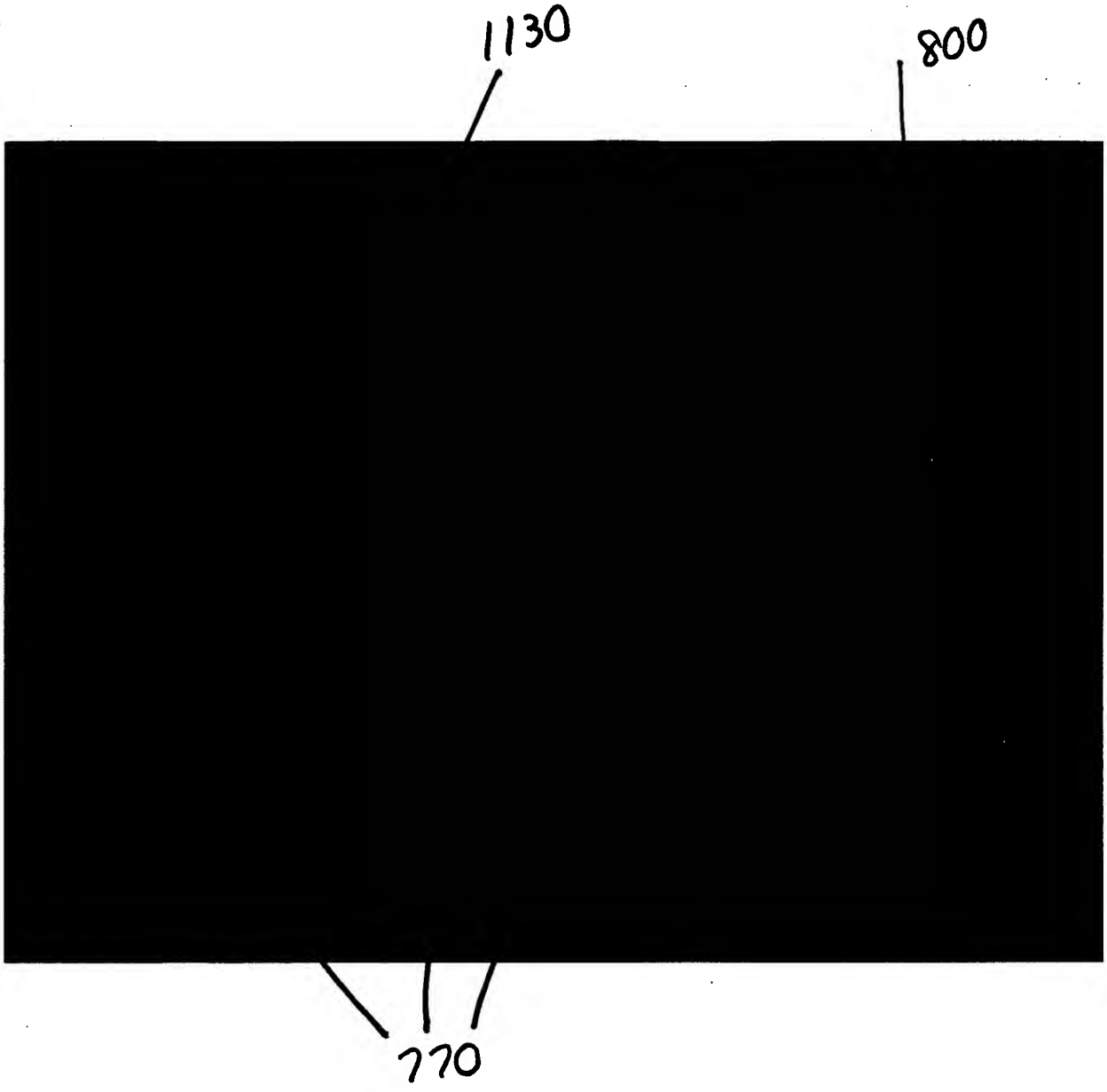

FIG. 113

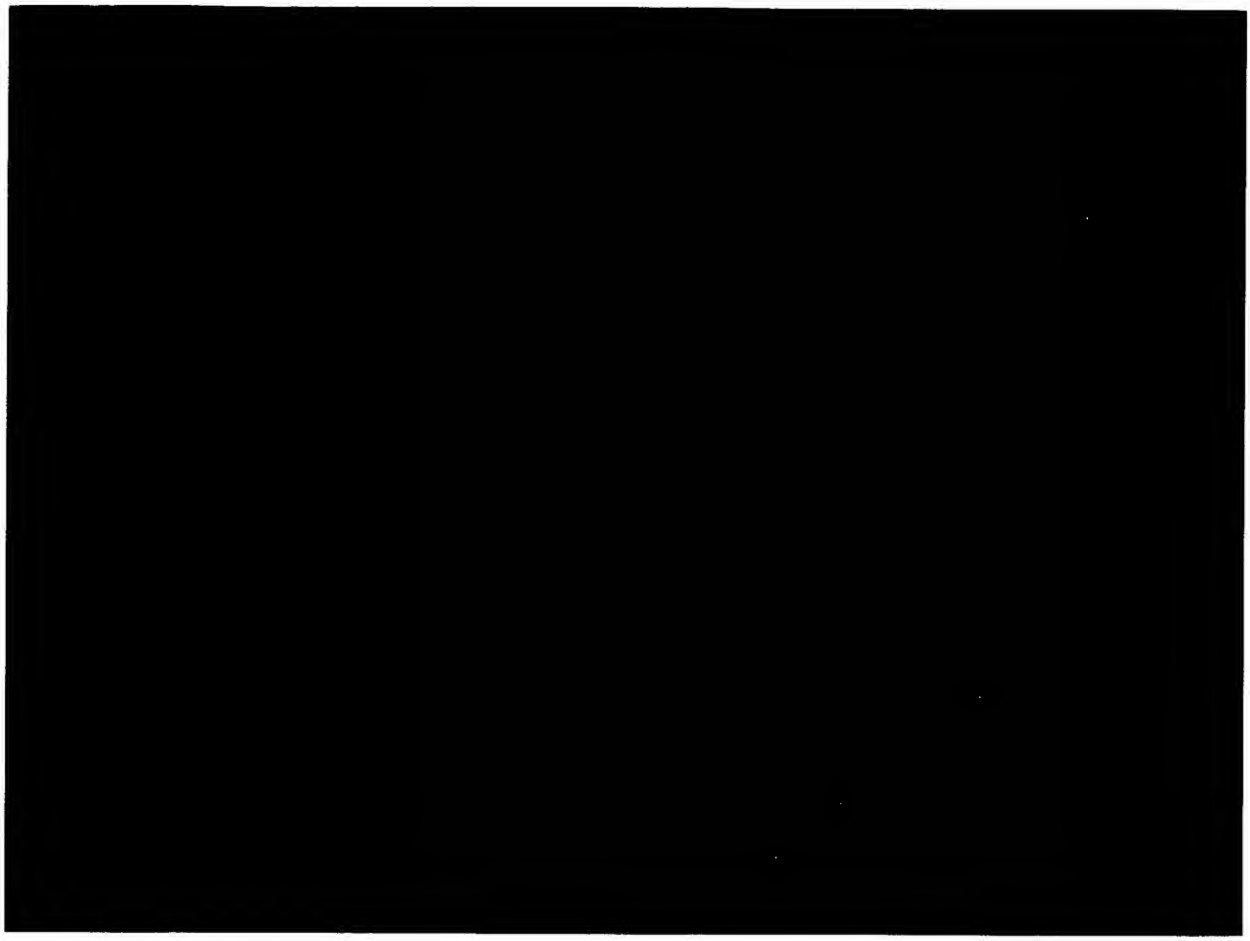

FIG. 114

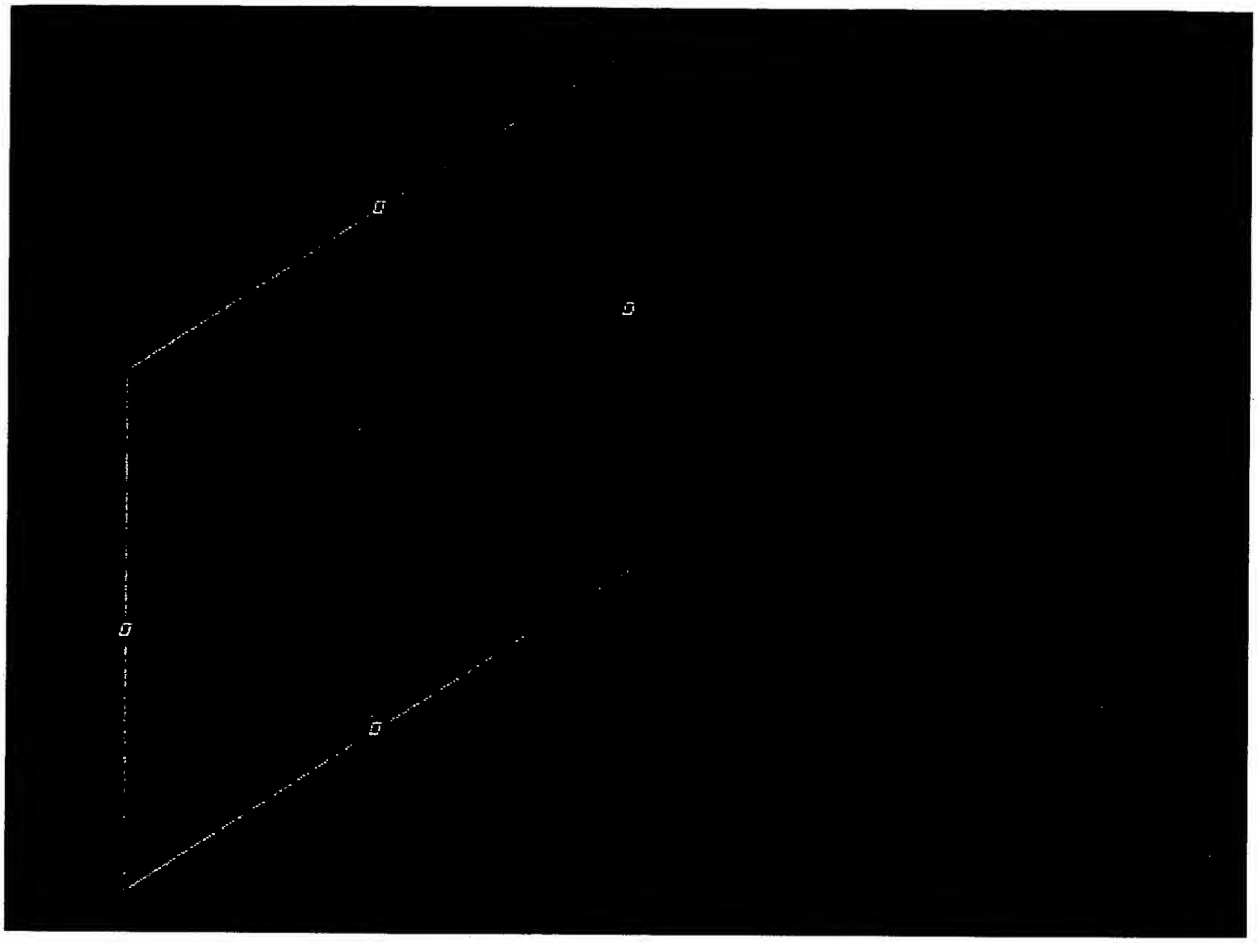

FIG. 115

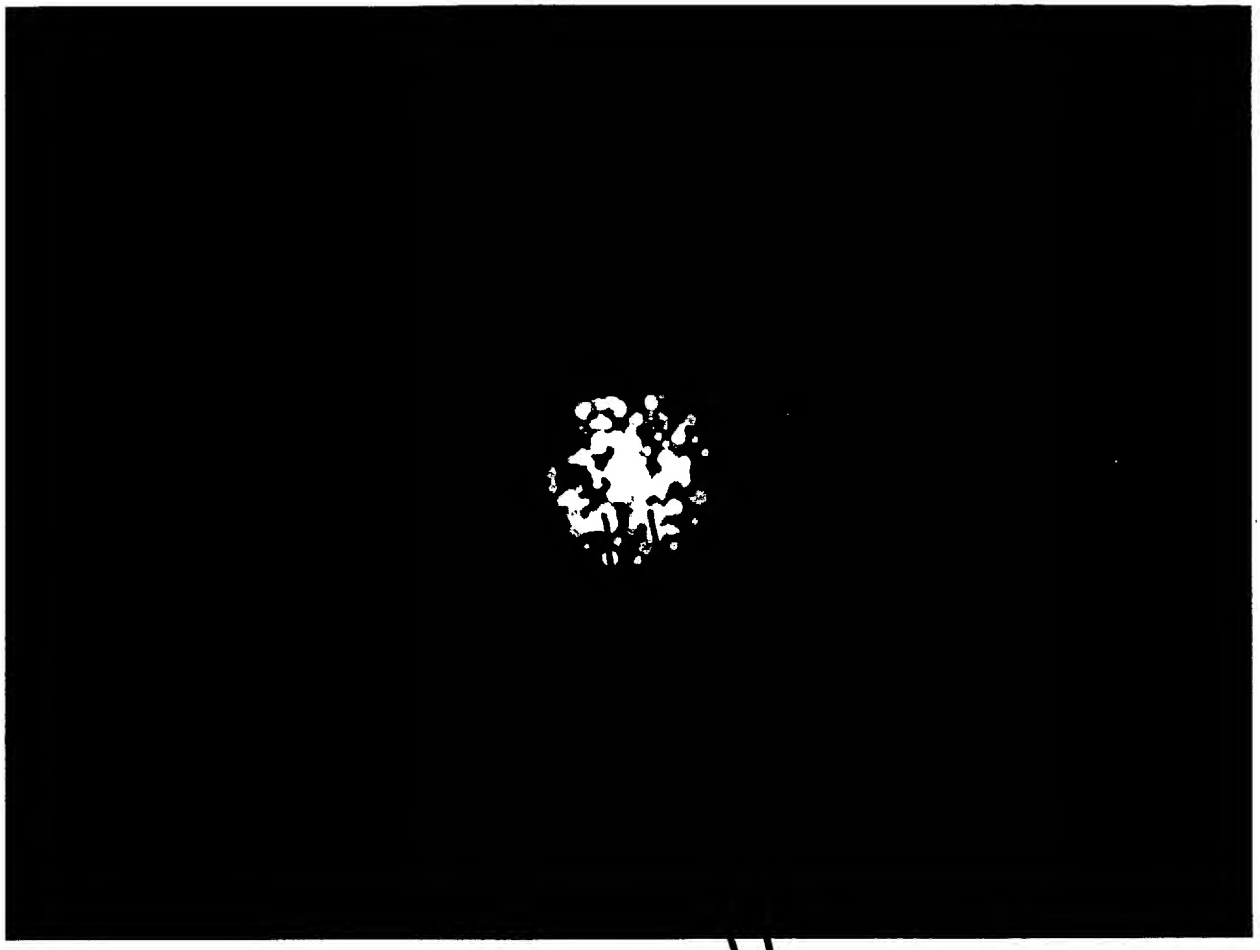

FIG. 117

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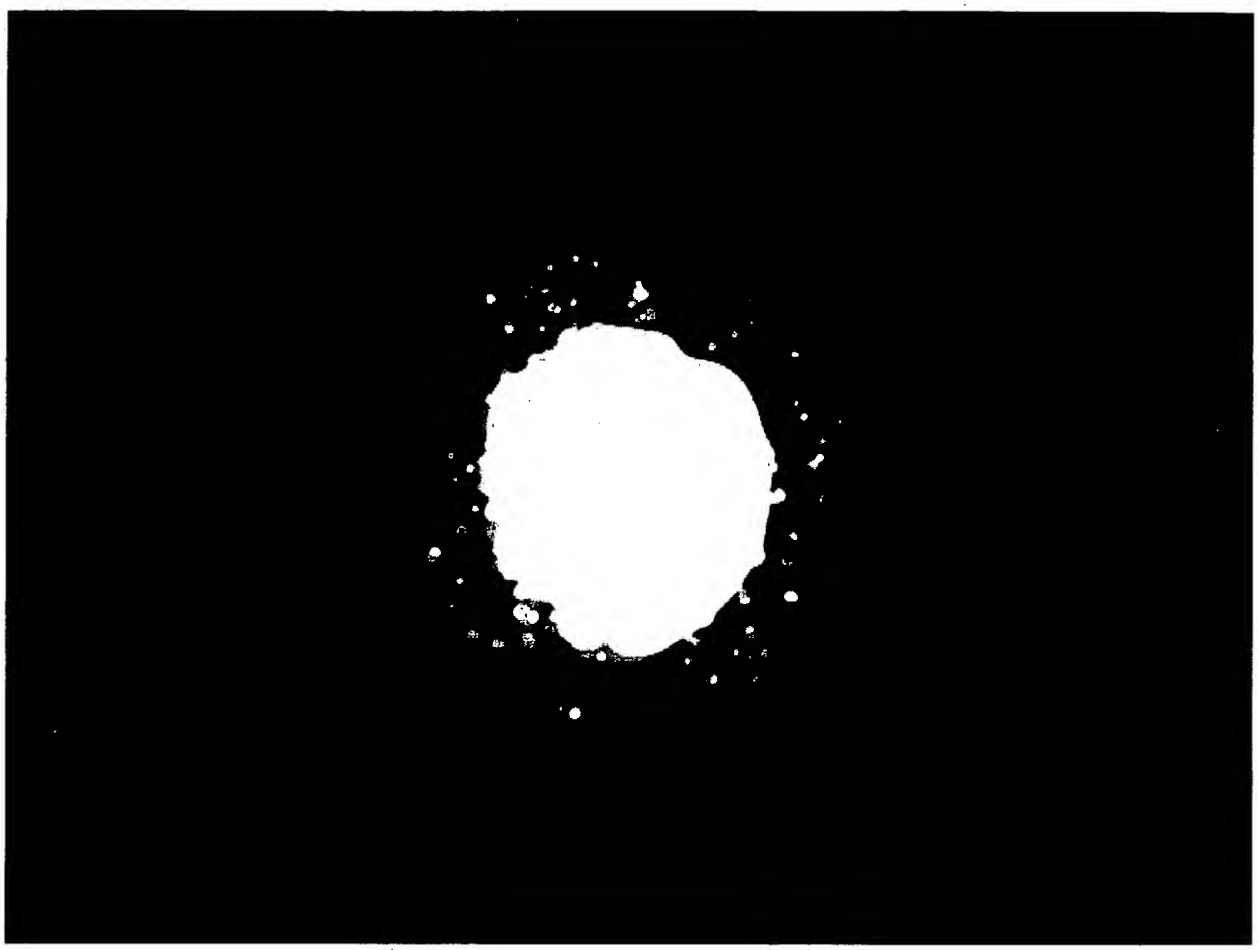


FIG. 118

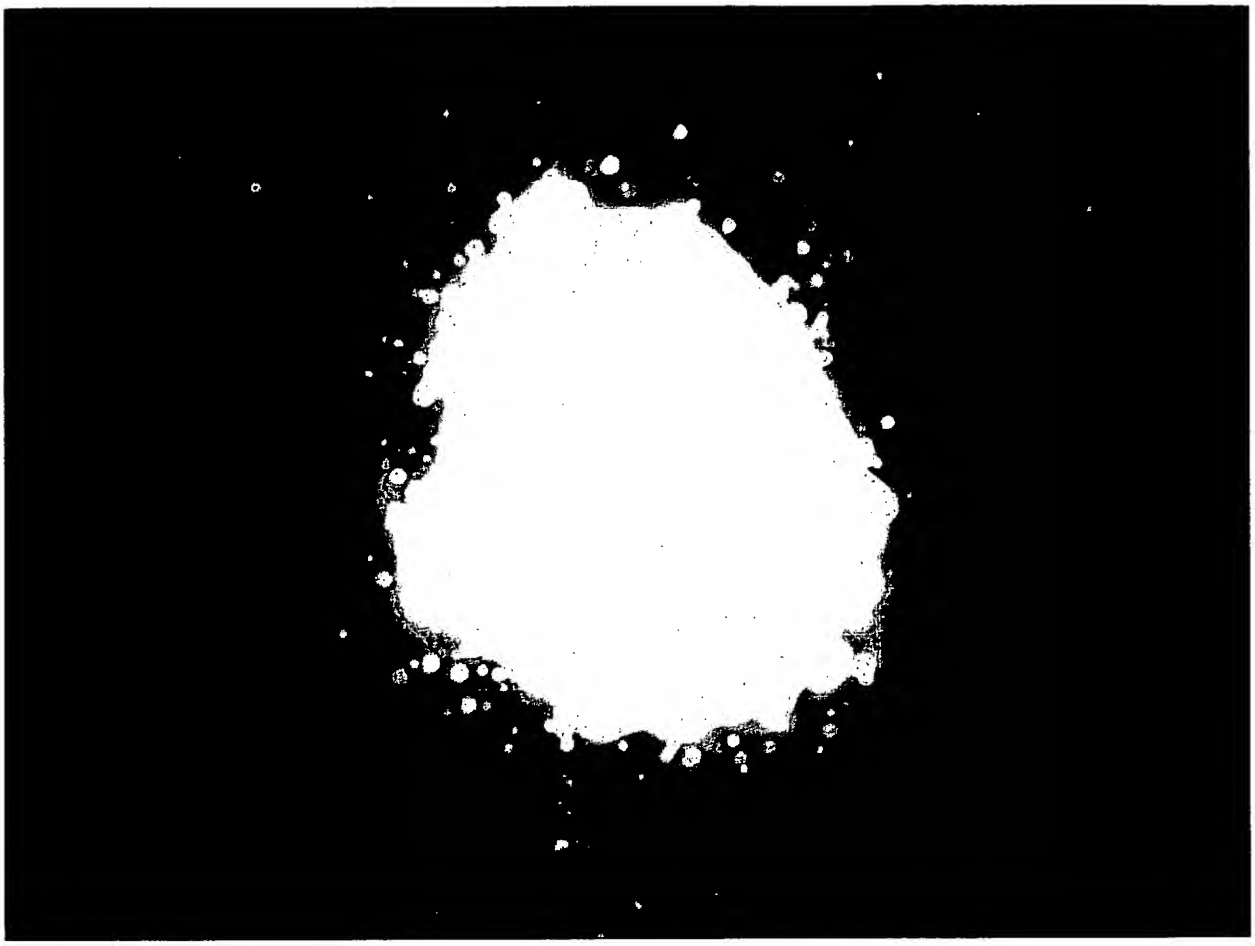


FIG. 119

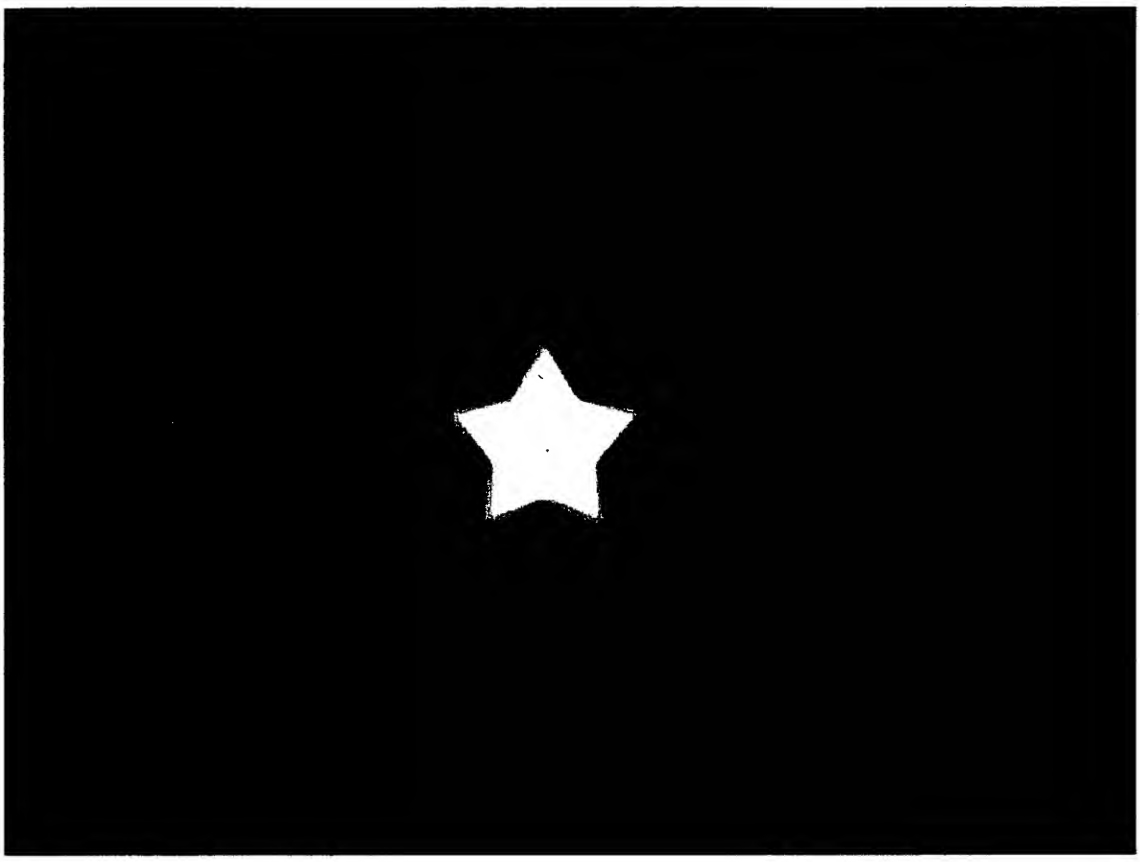


FIG. 131

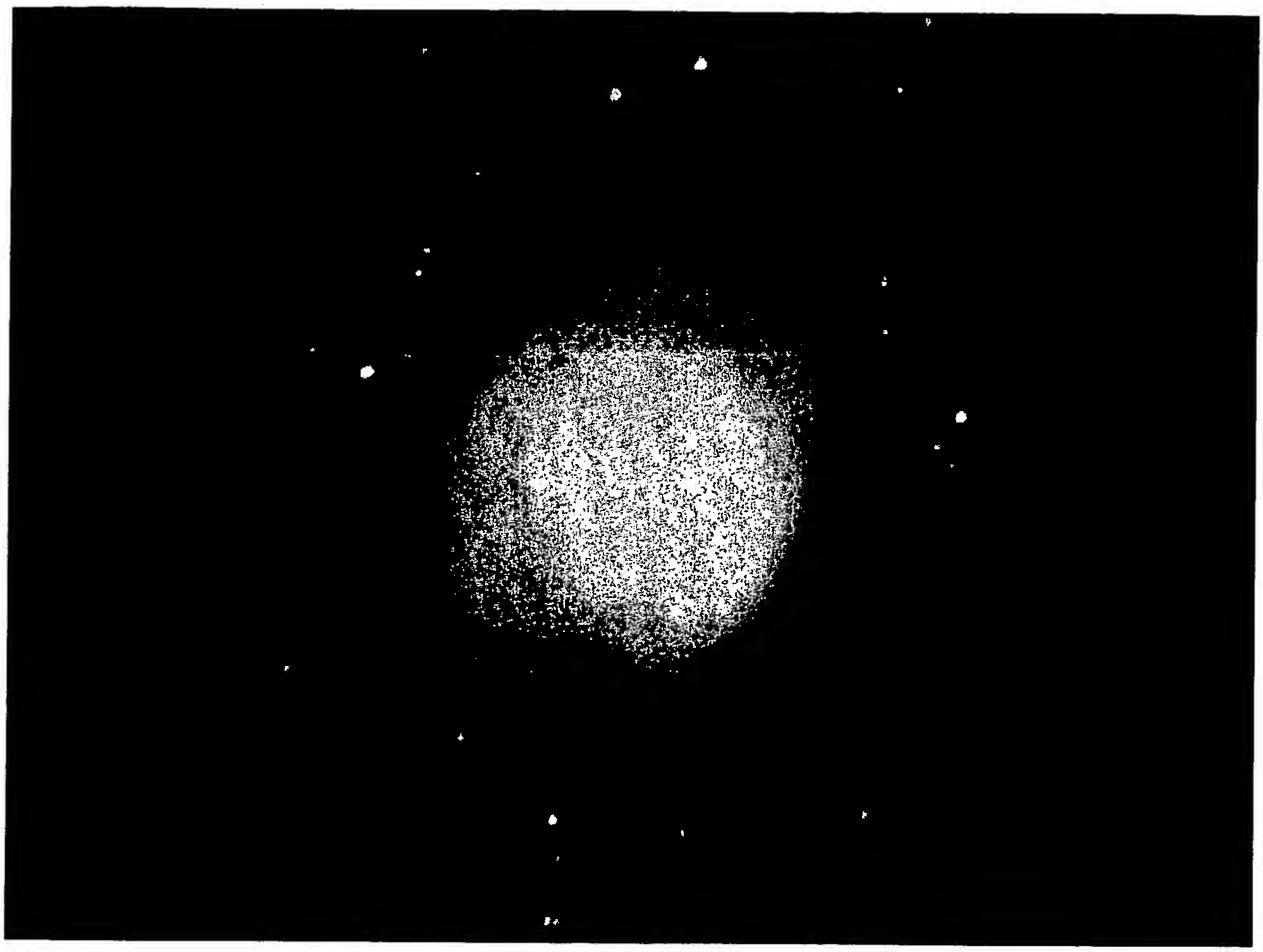


FIG. 138

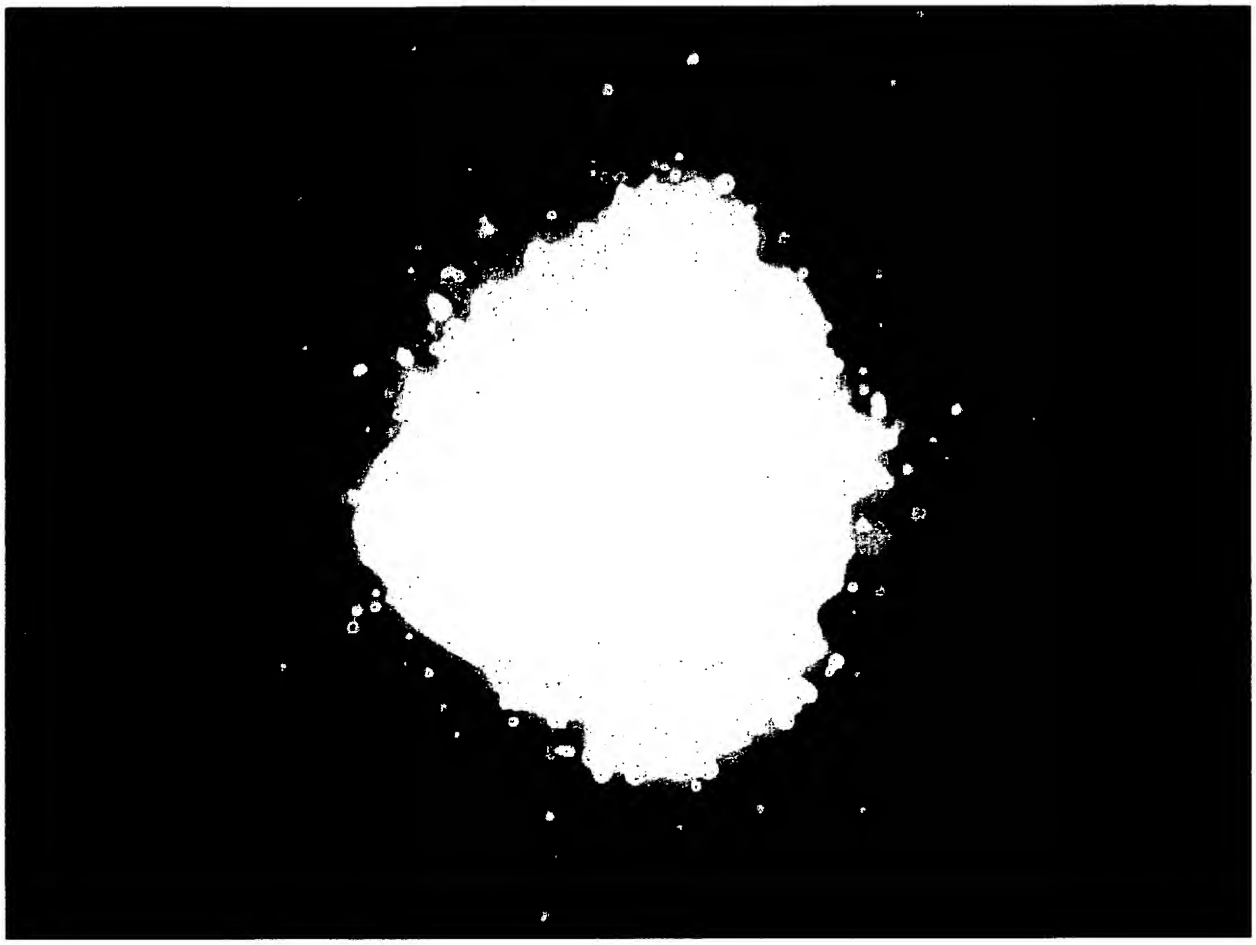


FIG. 139

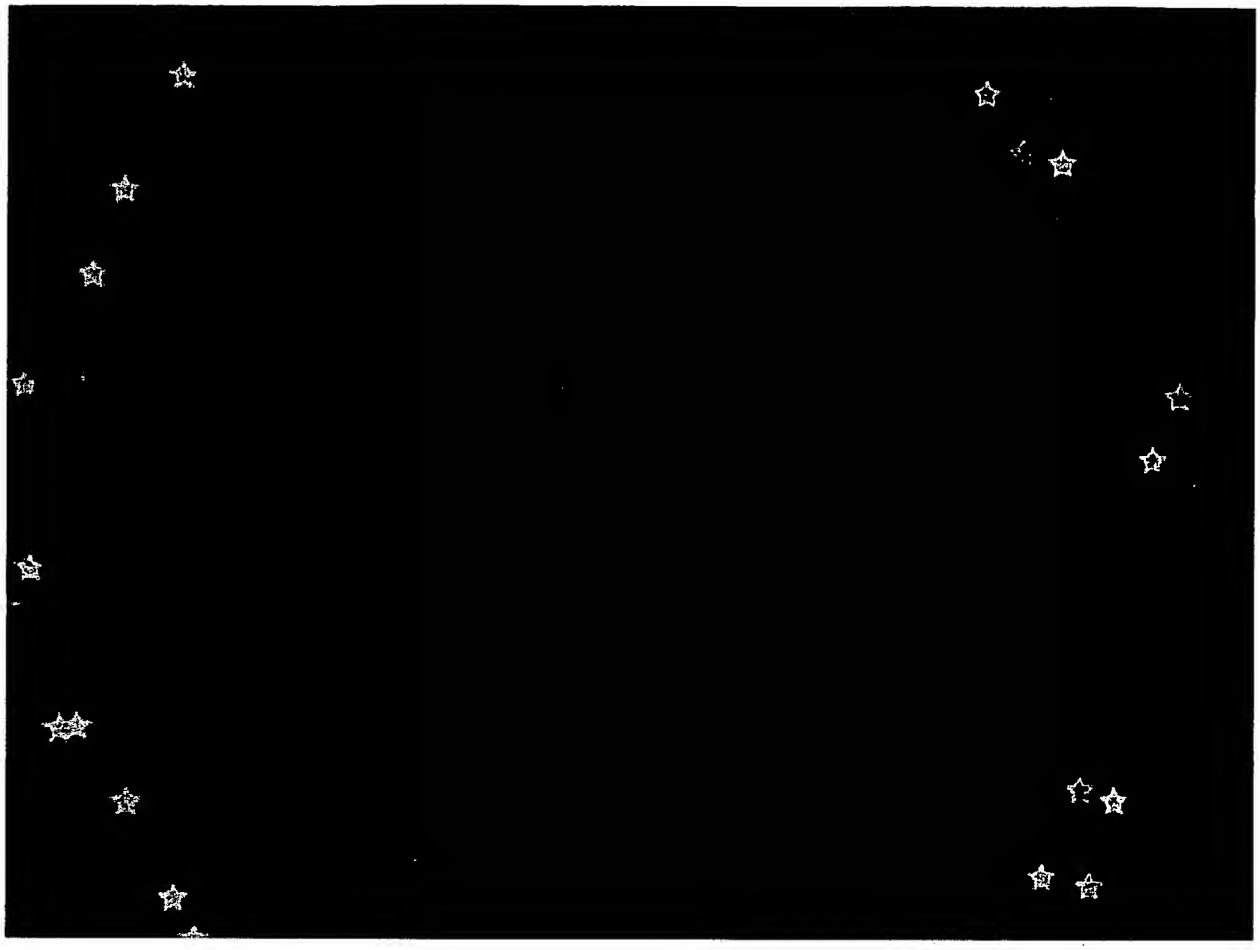


FIG. 141

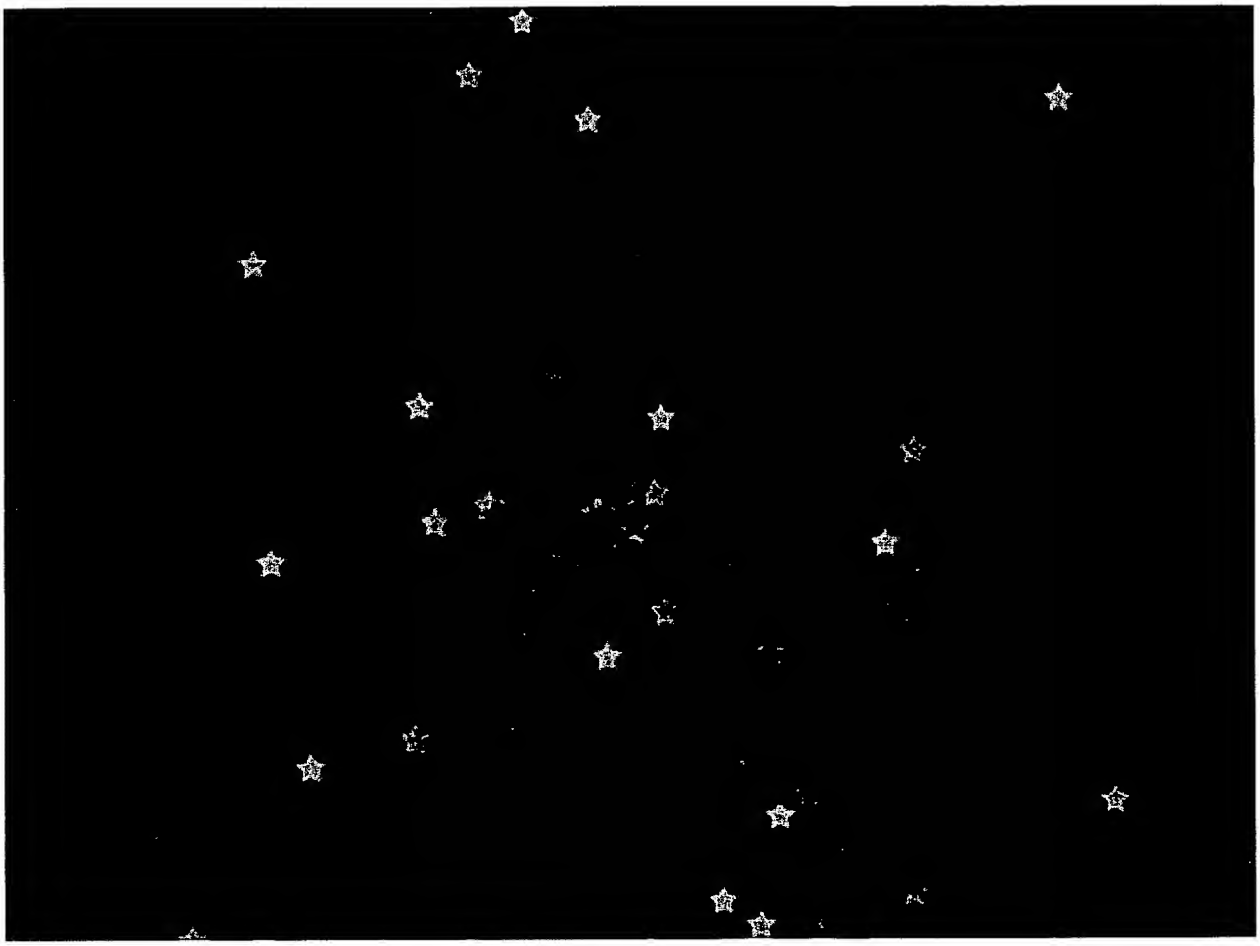


FIG. 142

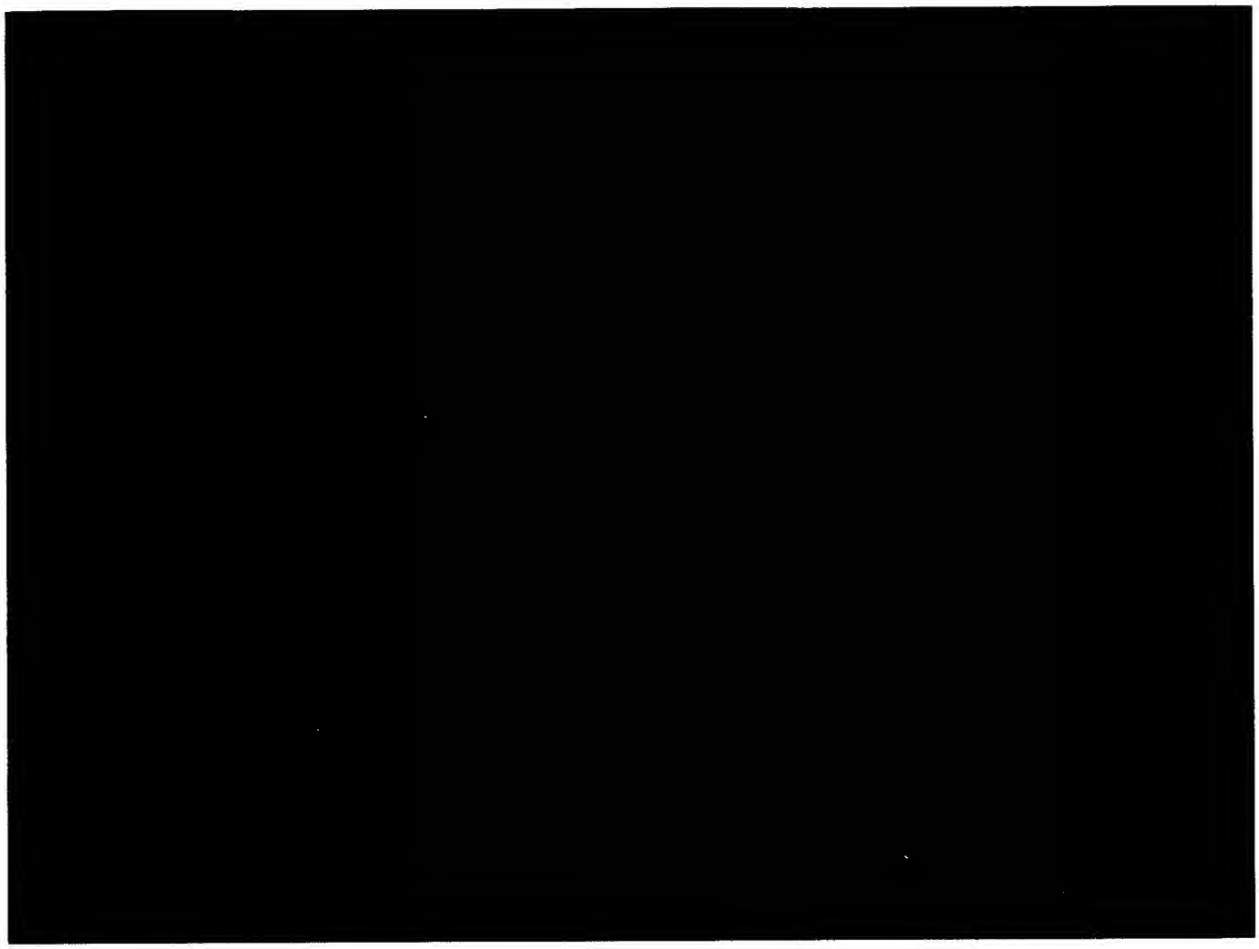


FIG. 144

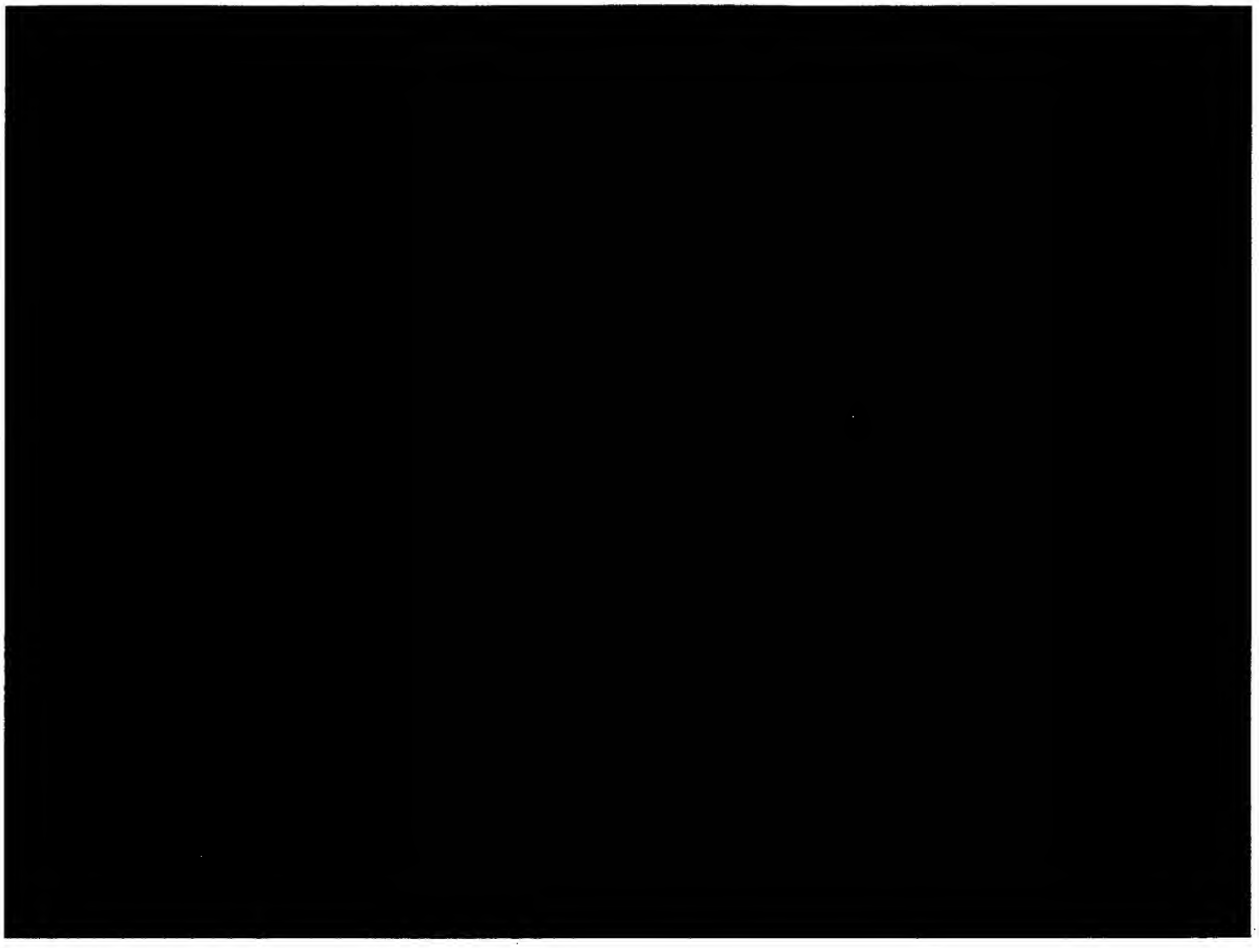


FIG. 145

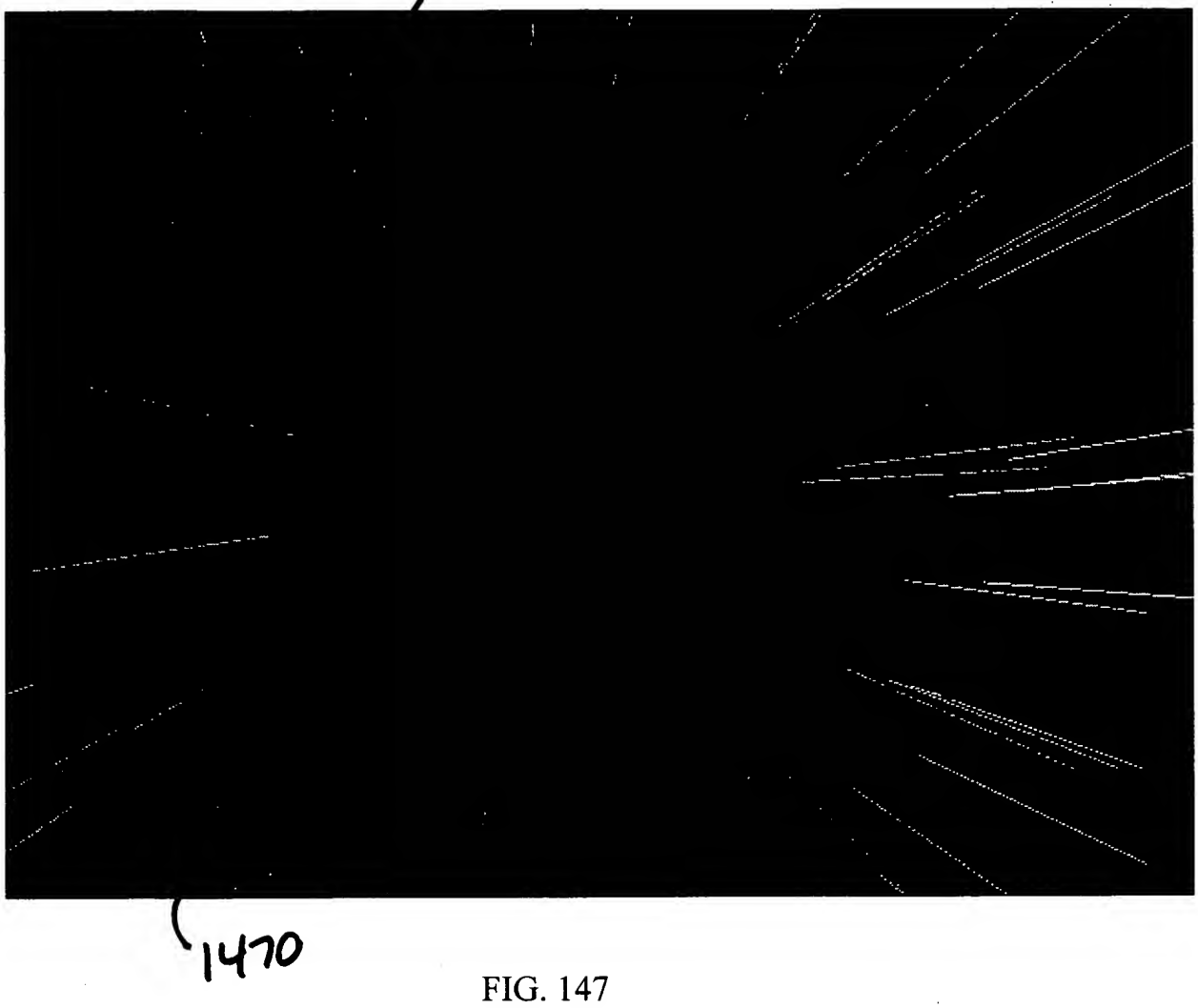


FIG. 147

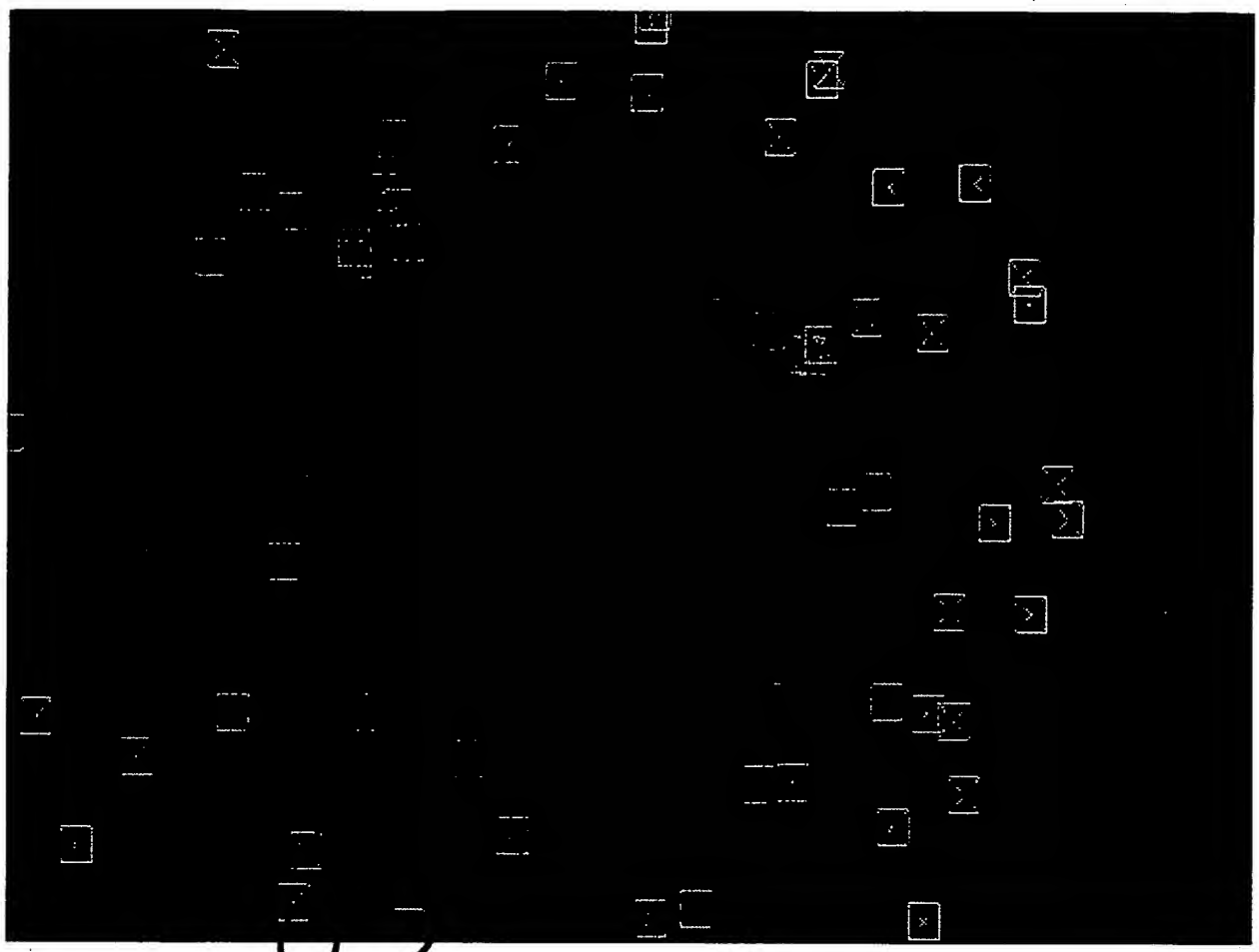
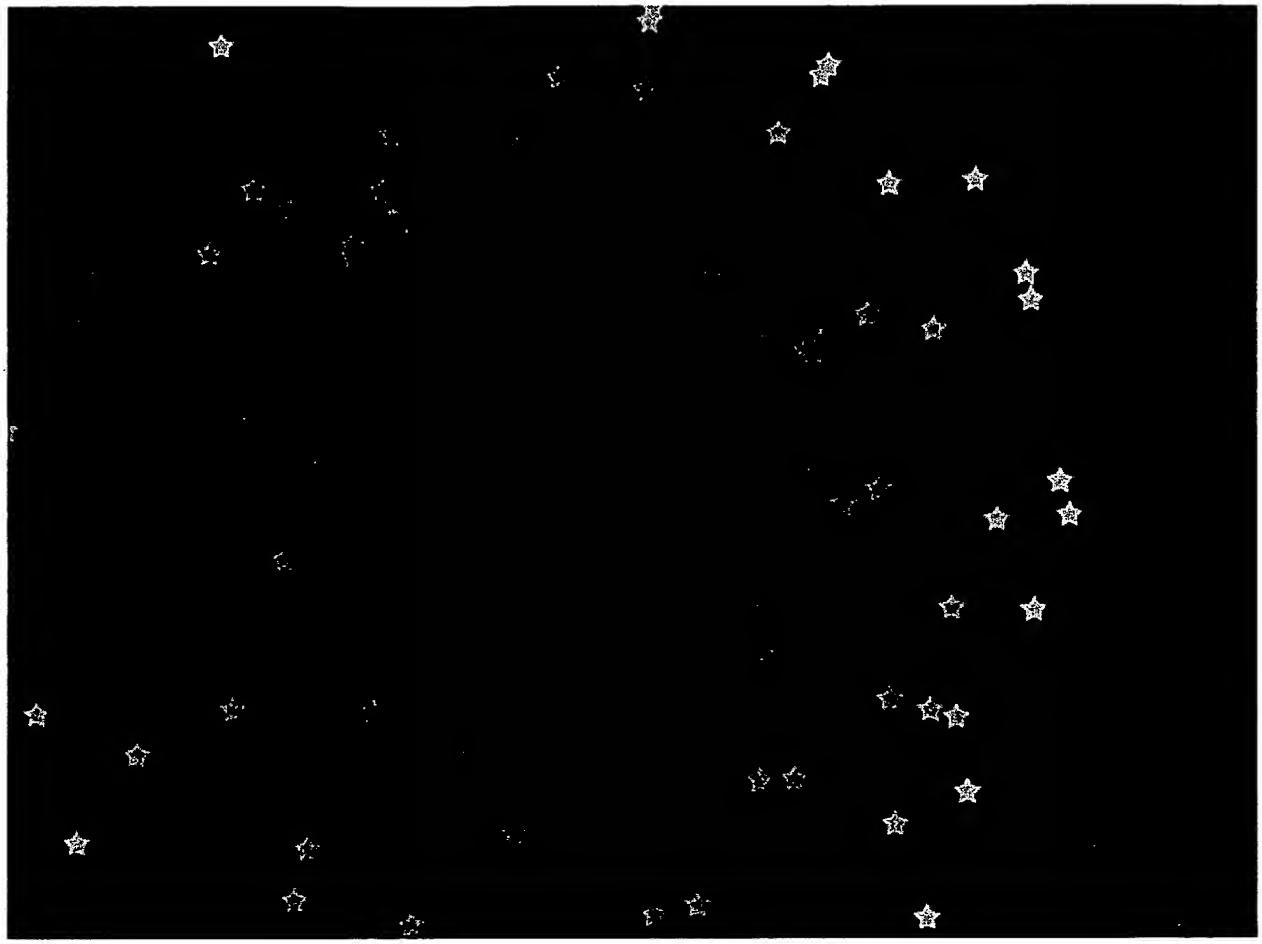


FIG. 148



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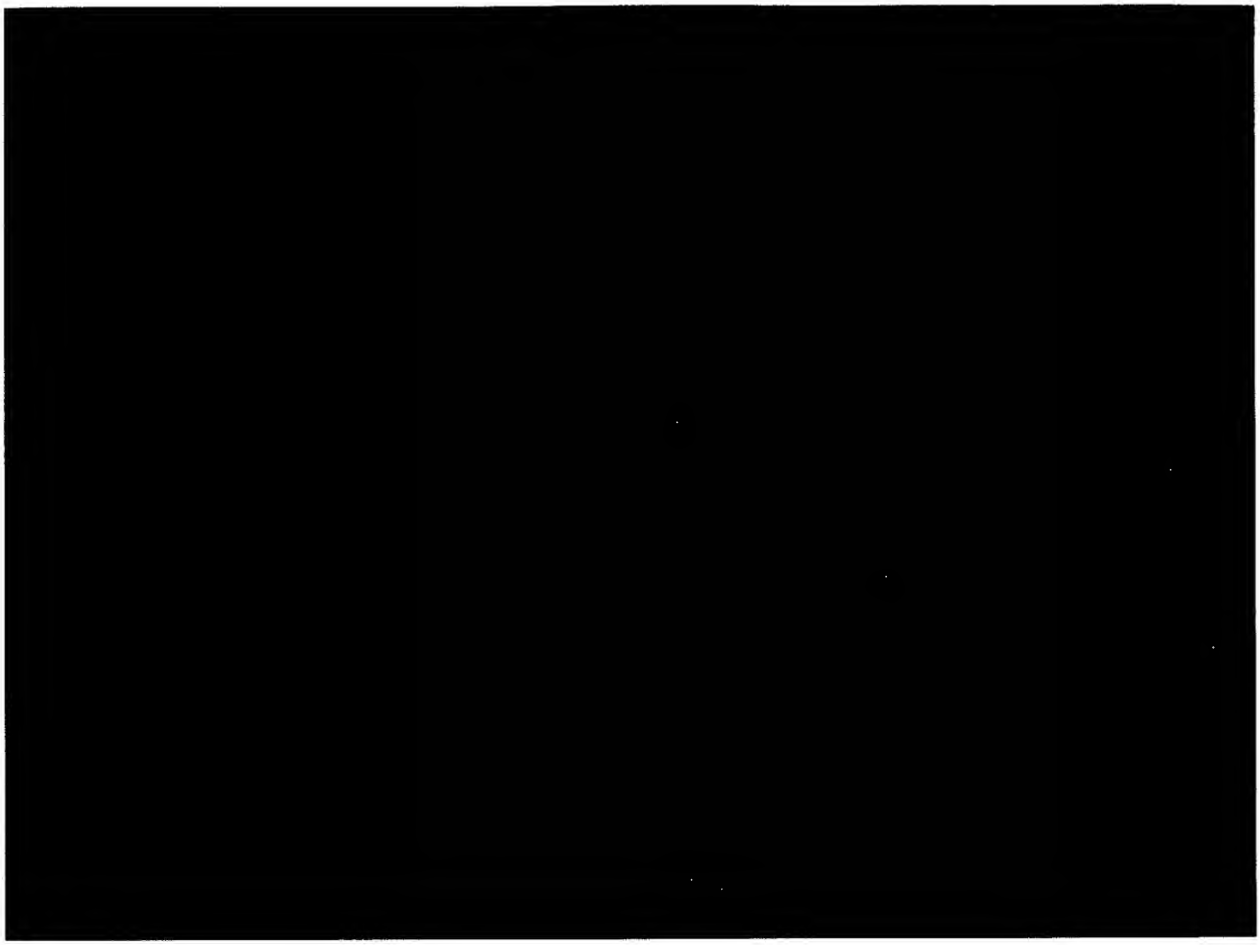

FIG. 153

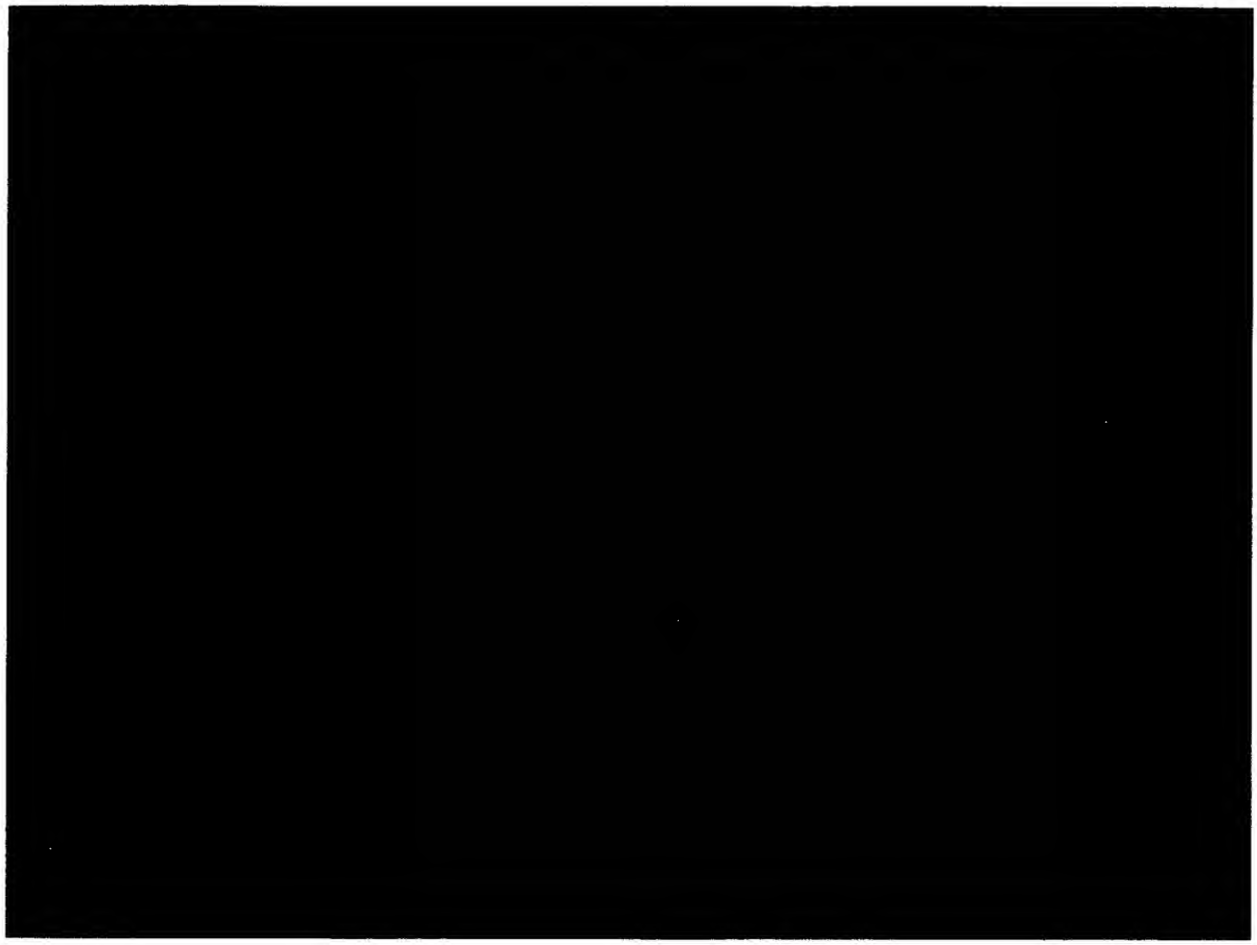

FIG. 154

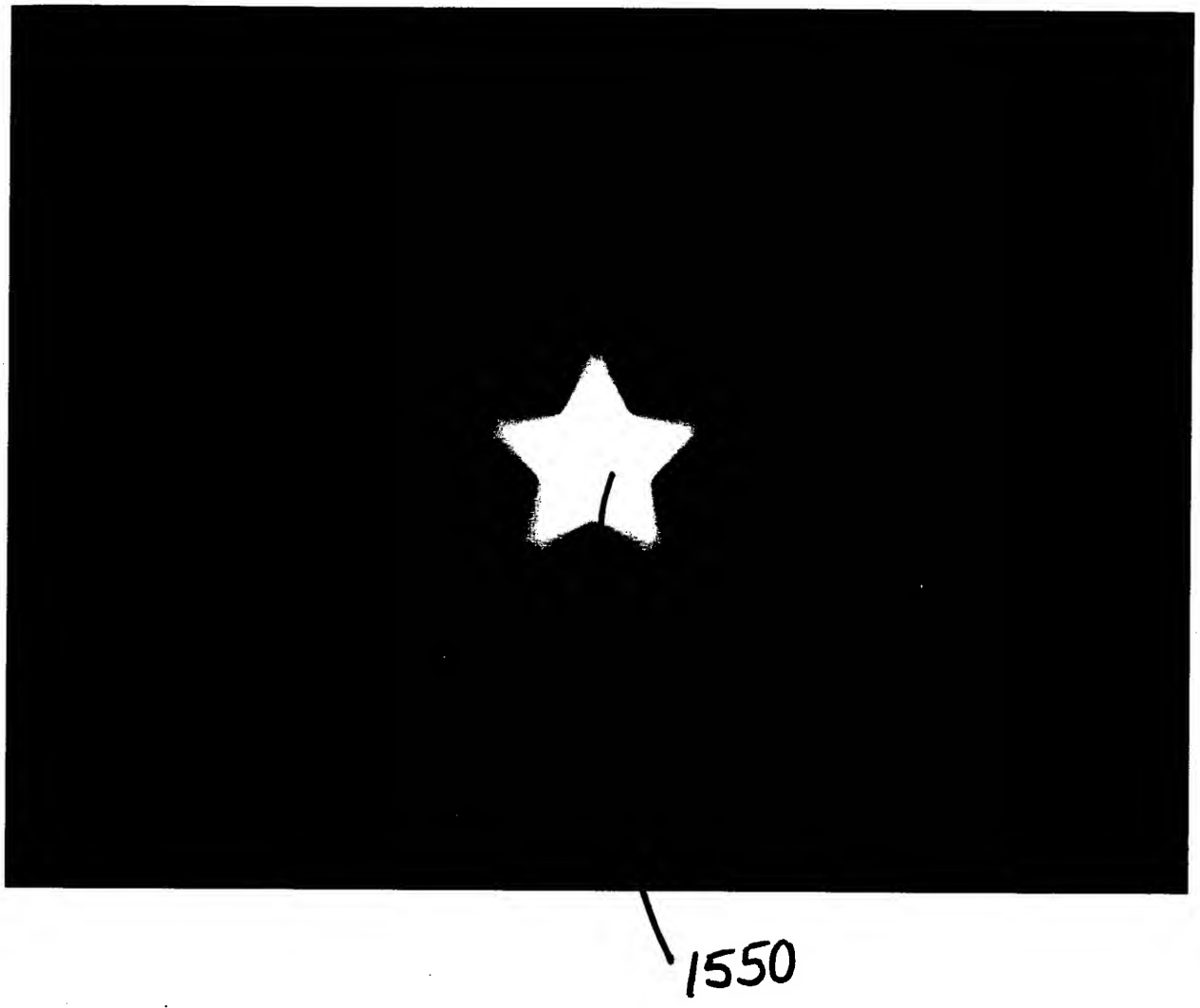

FIG. 155

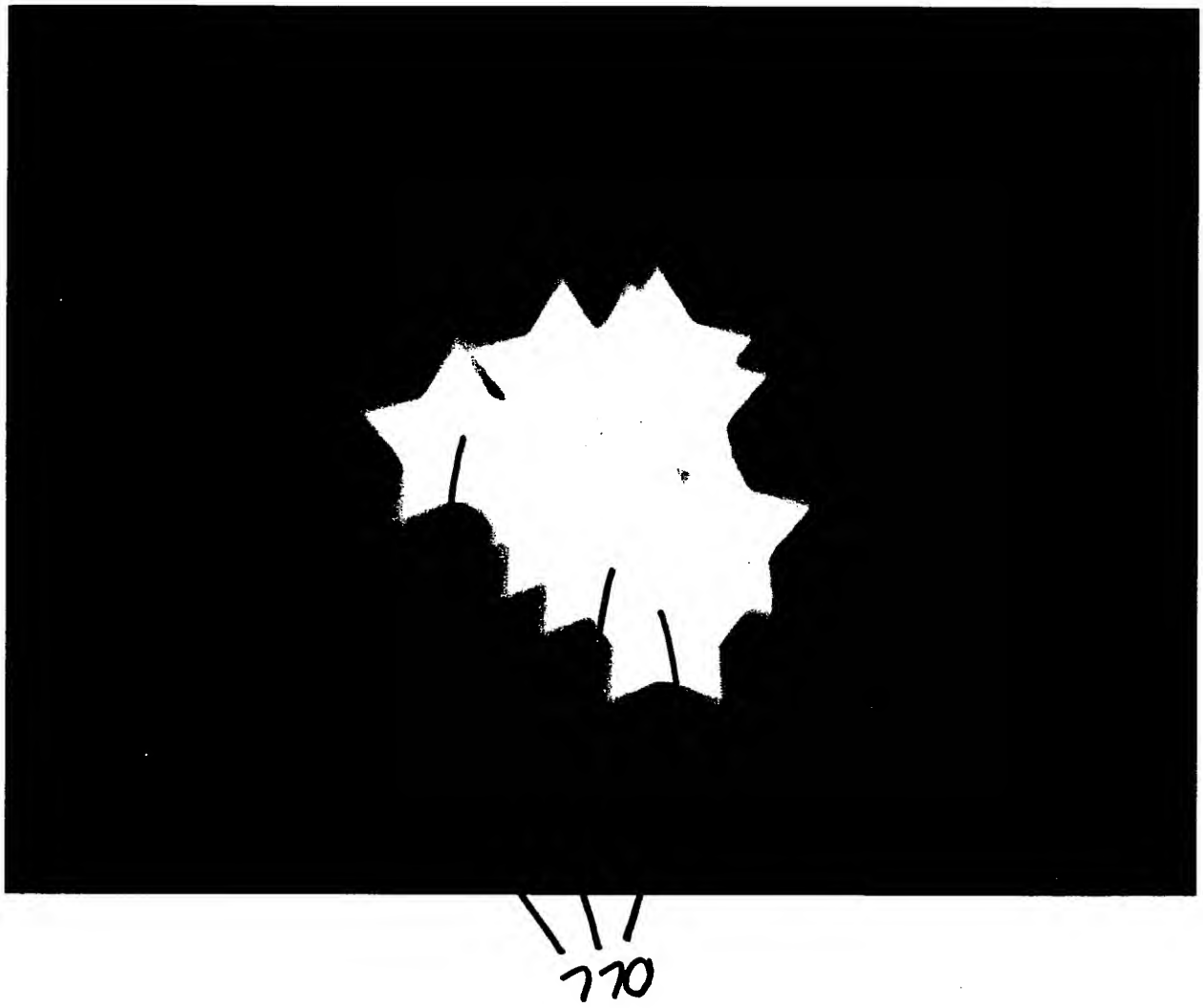

FIG. 157

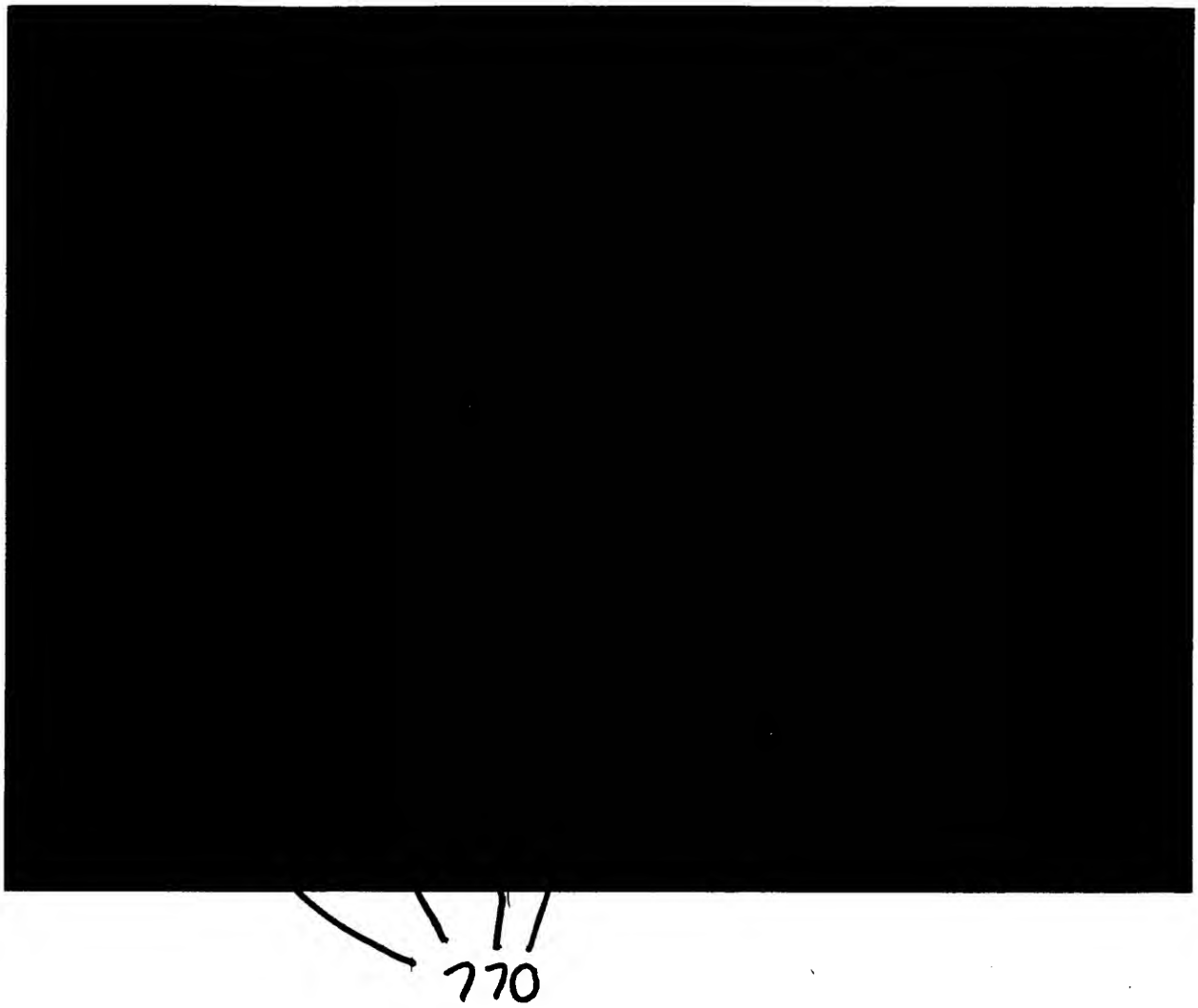

FIG. 158

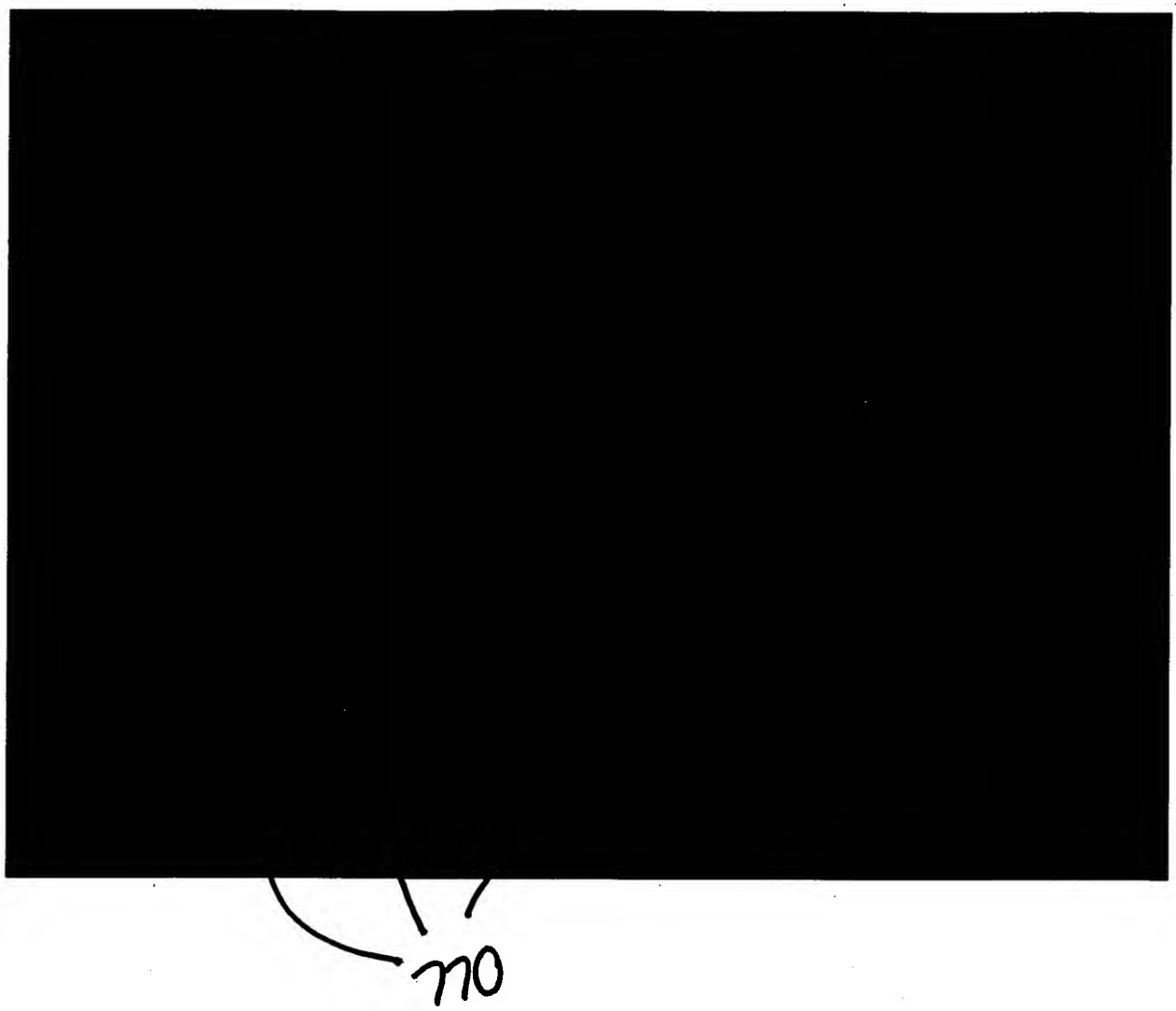

FIG. 159

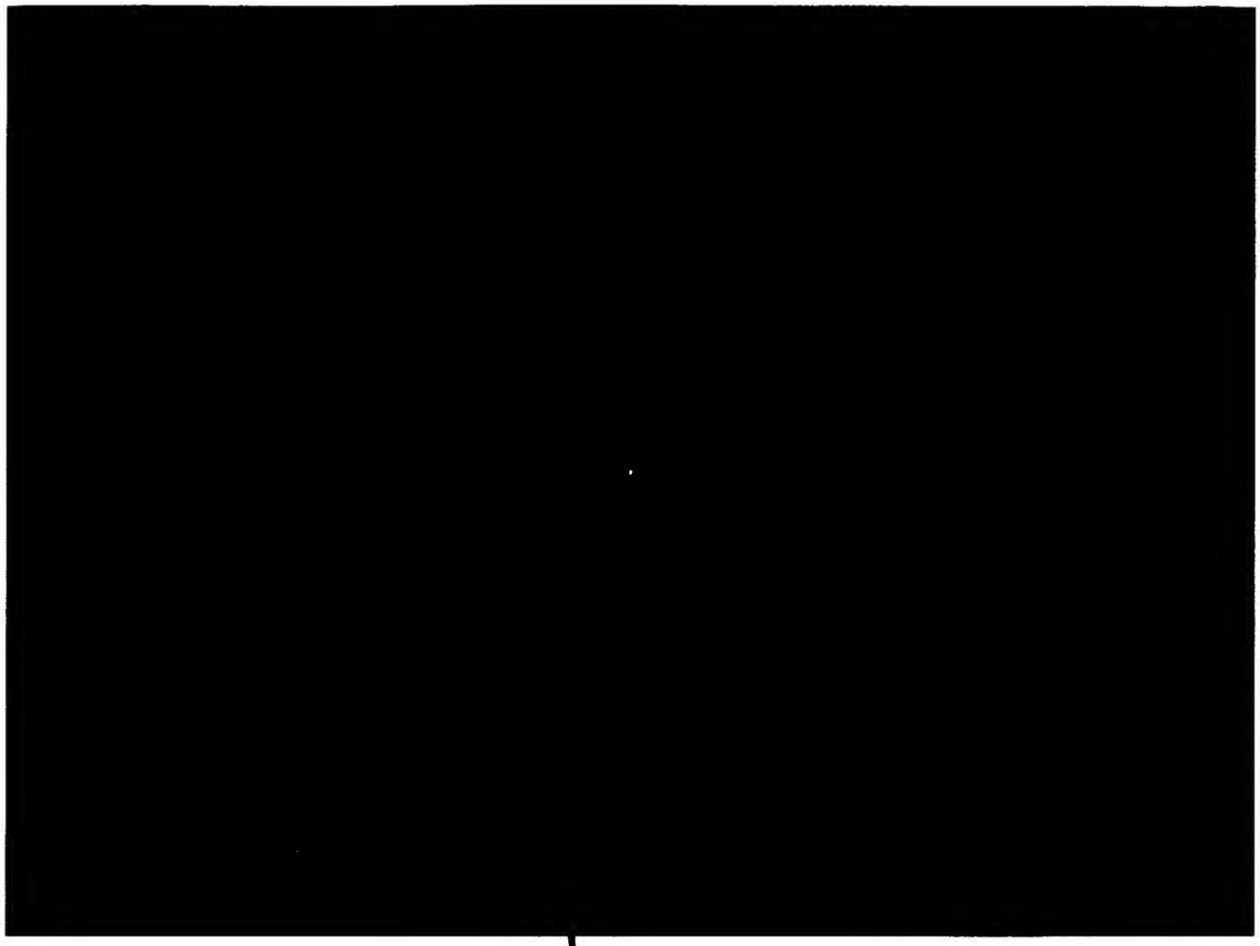

FIG. 160

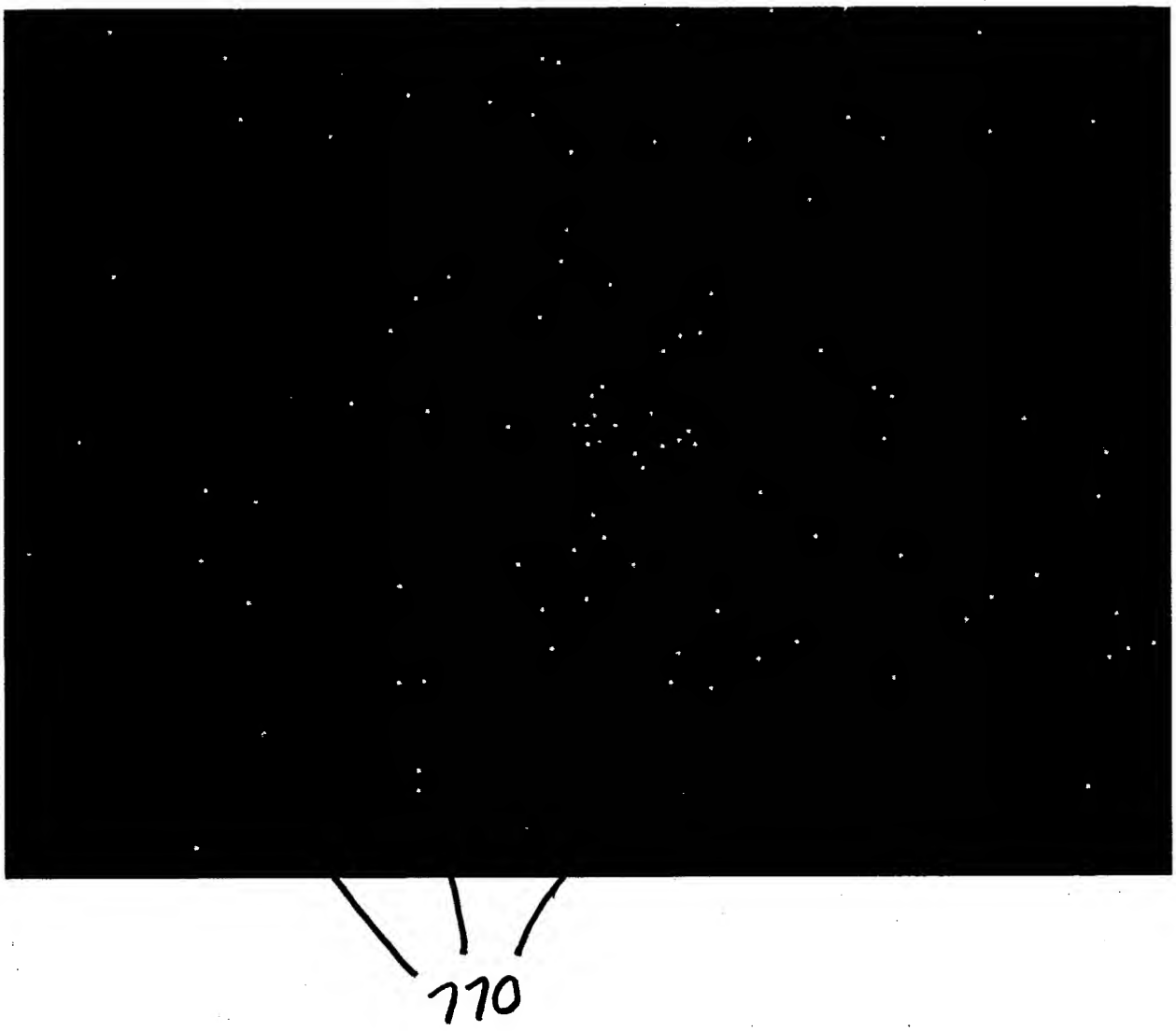

FIG. 161

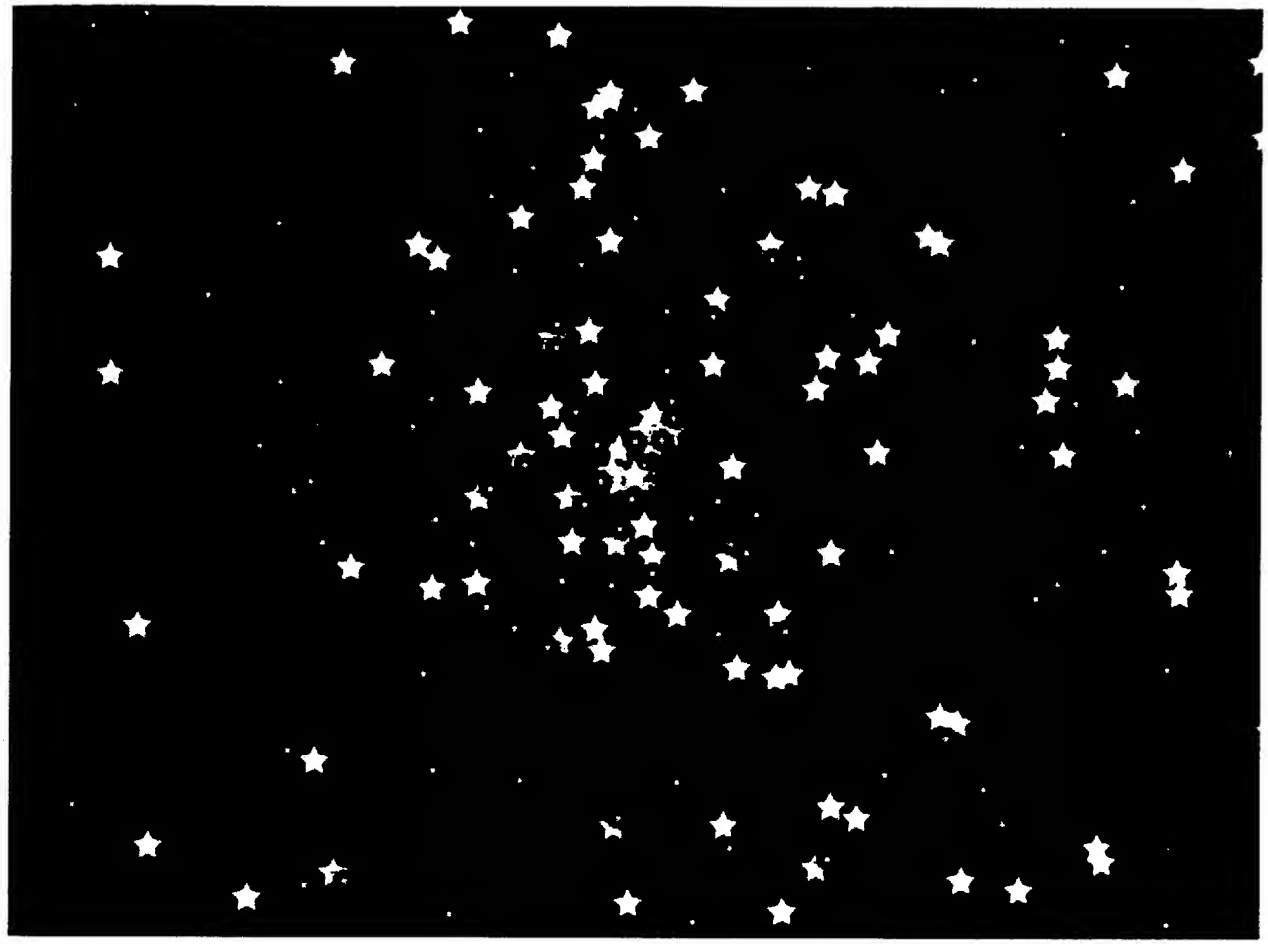

FIG. 162

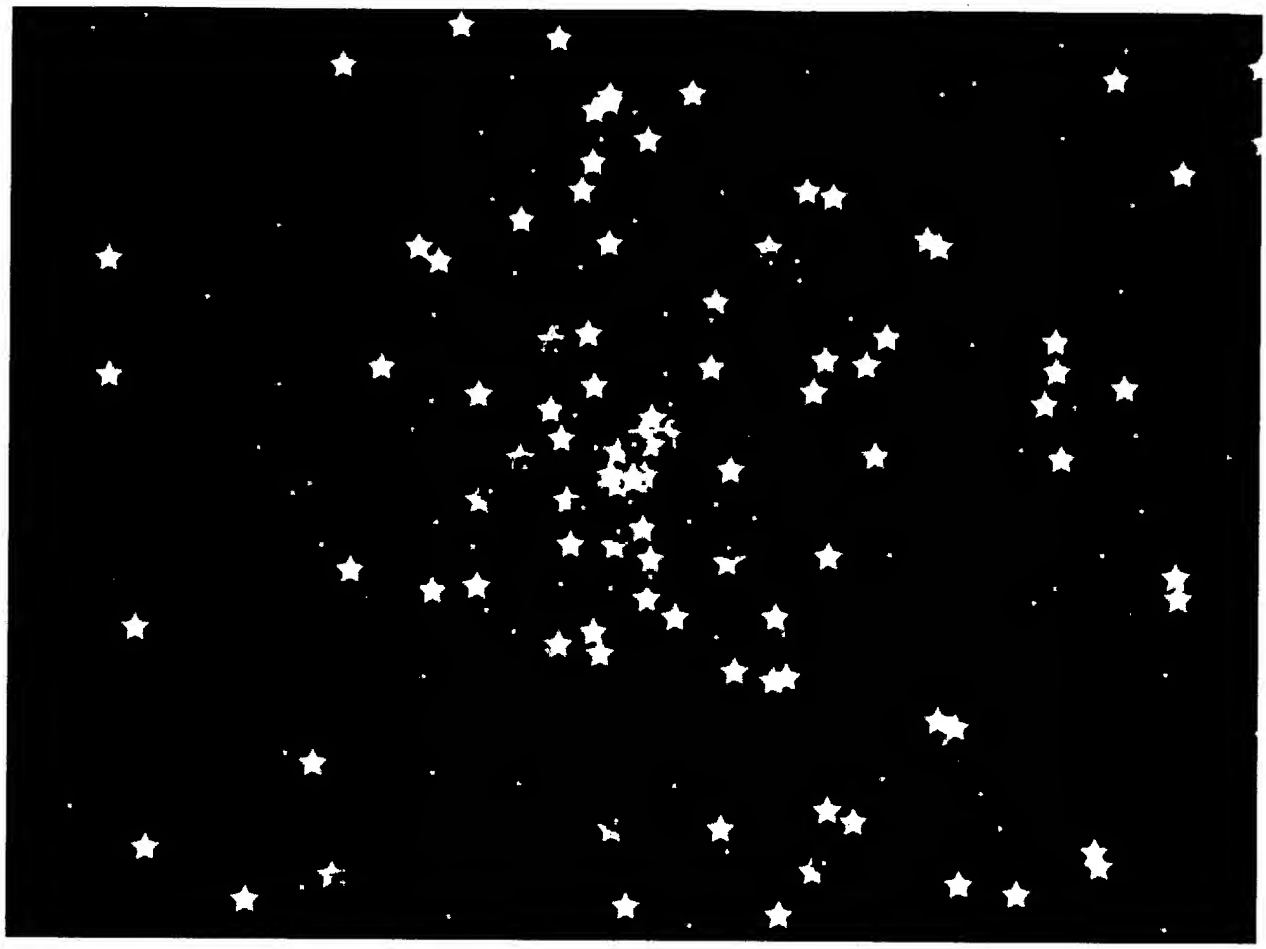

FIG. 163

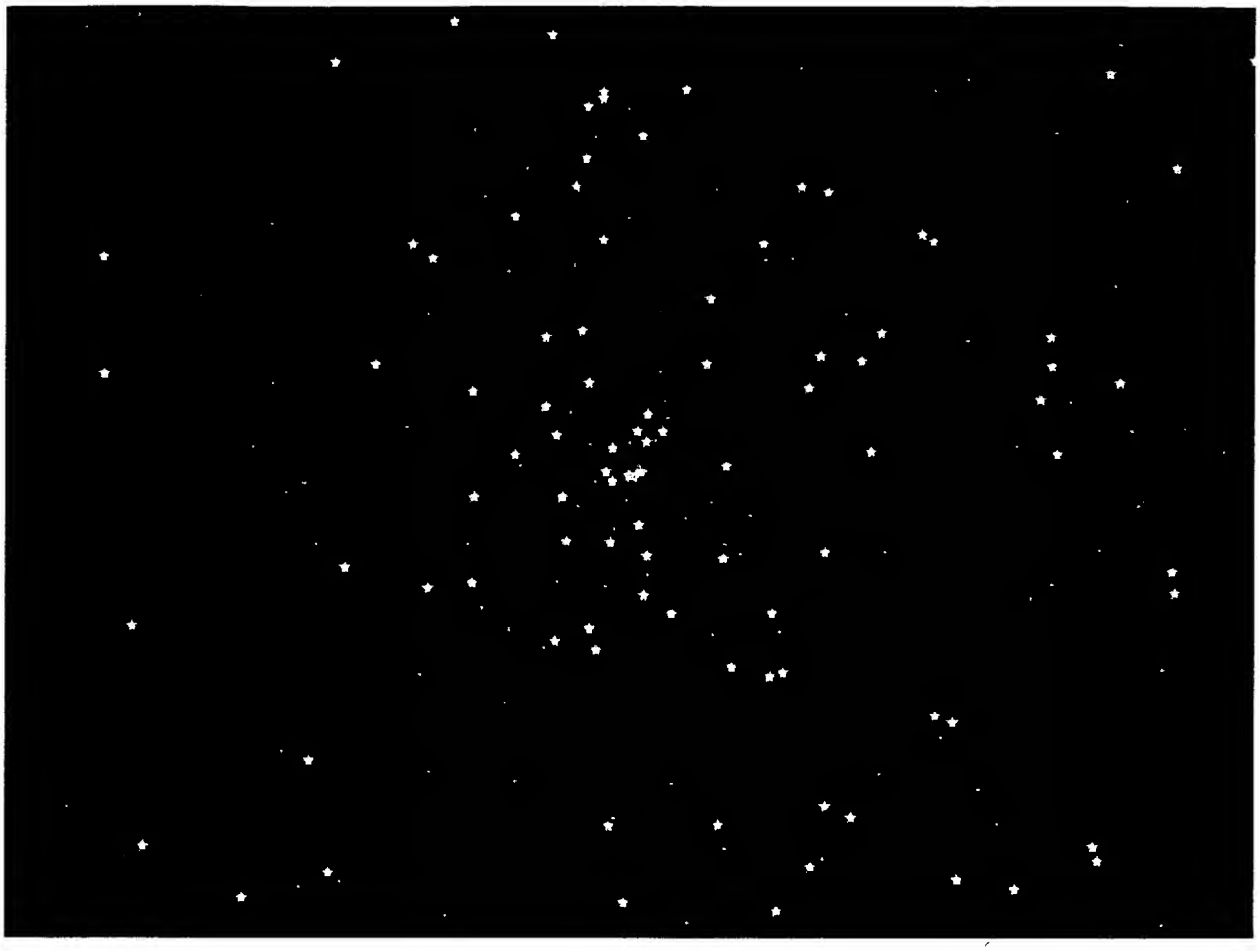

FIG. 164

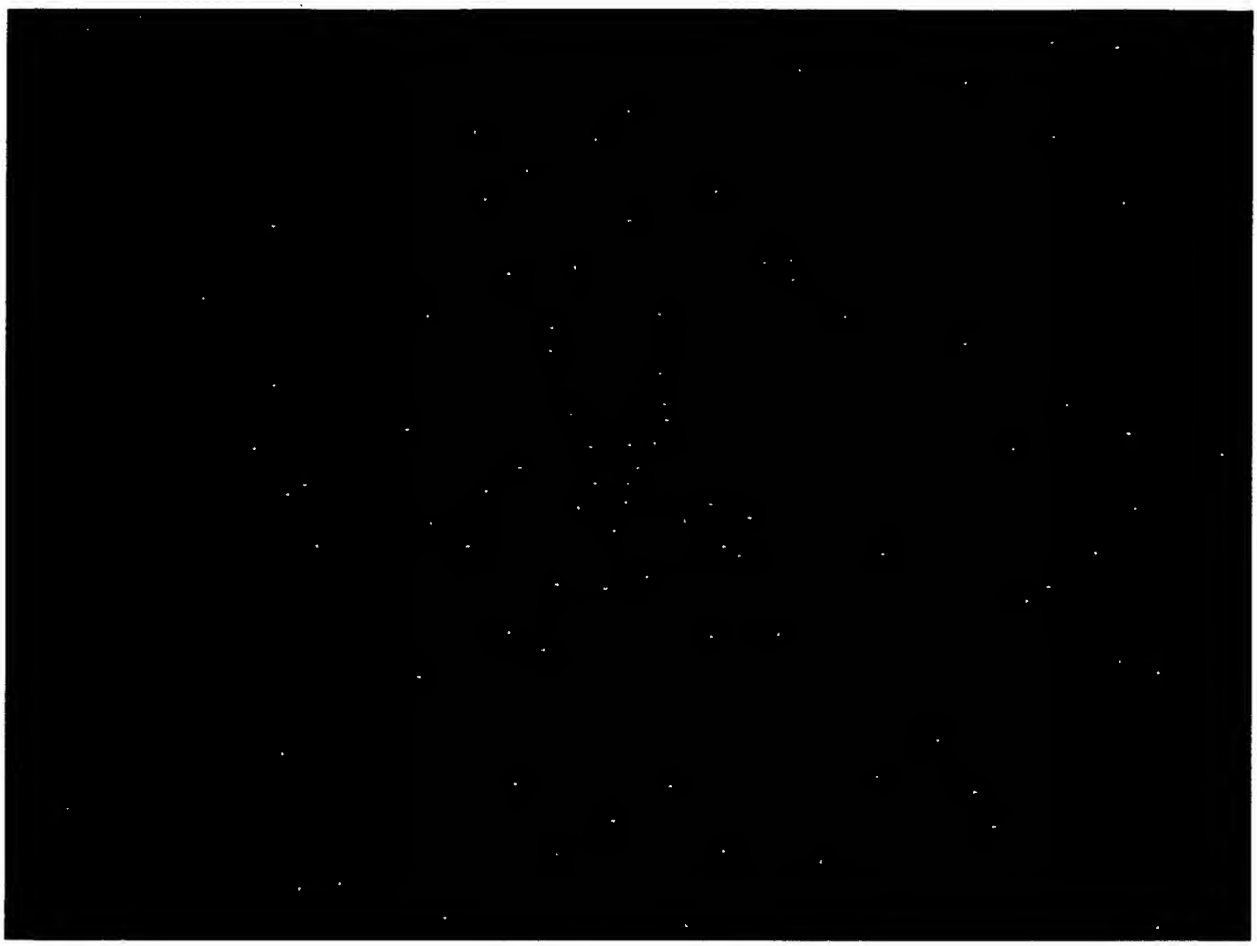

FIG. 165

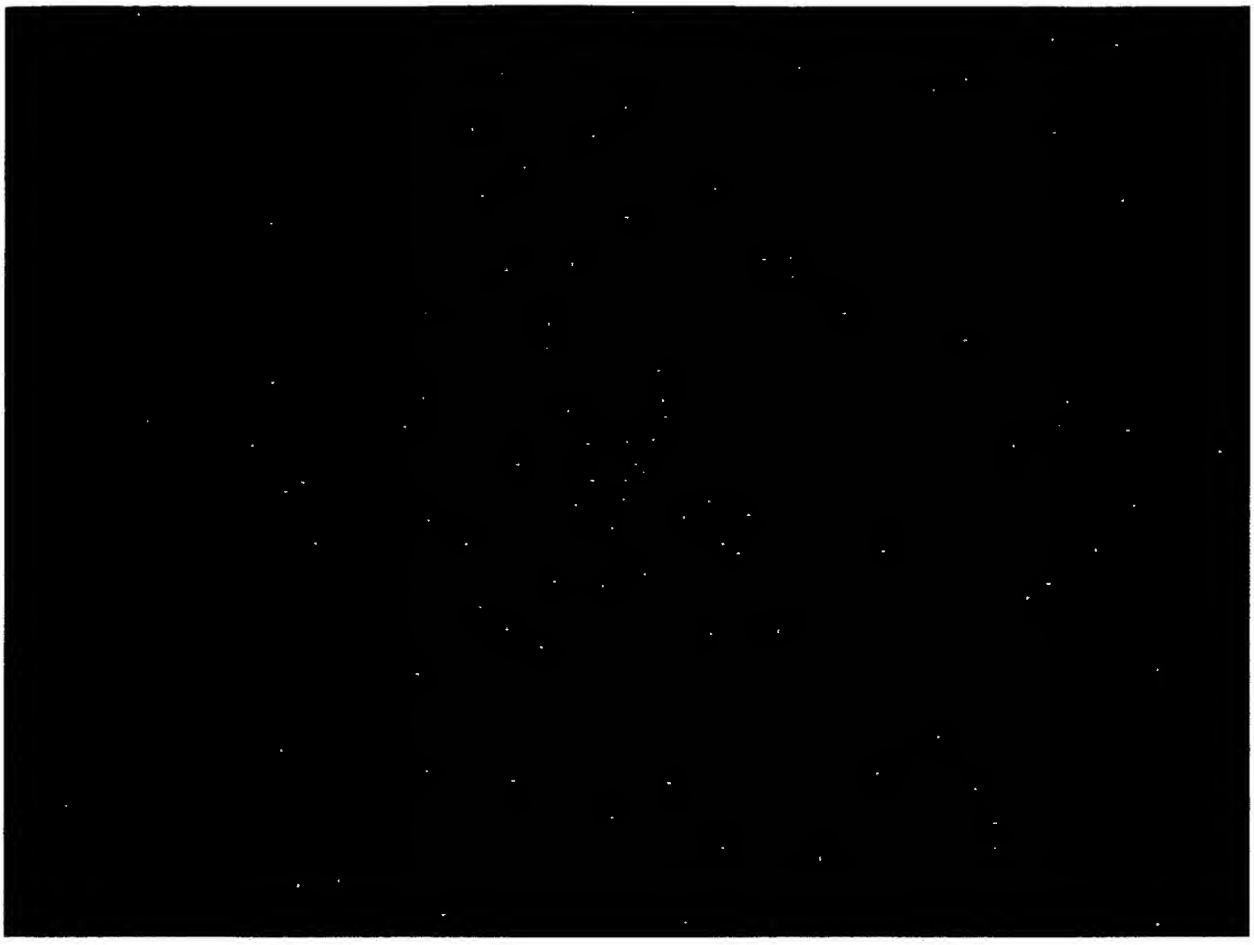

FIG. 166

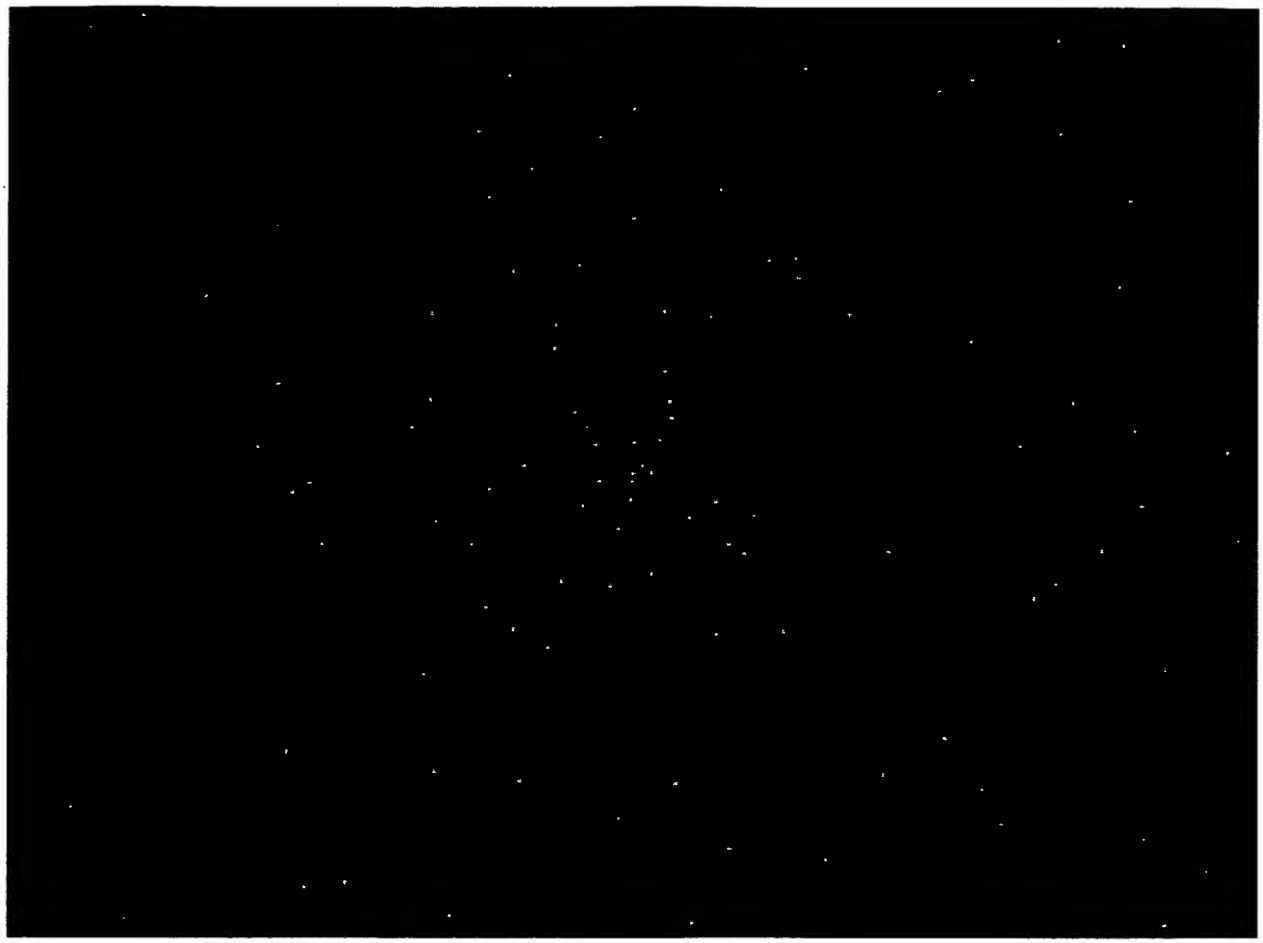

FIG. 167

FIG. 168

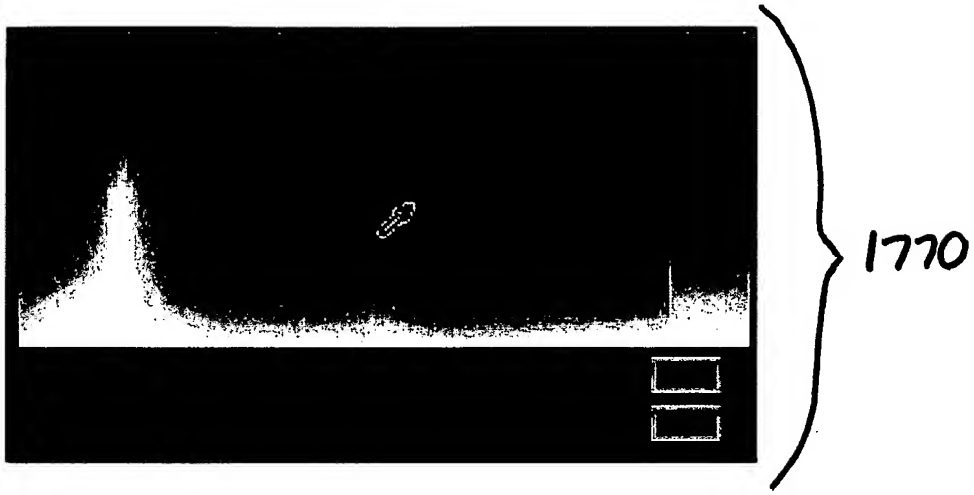

FIG. 177

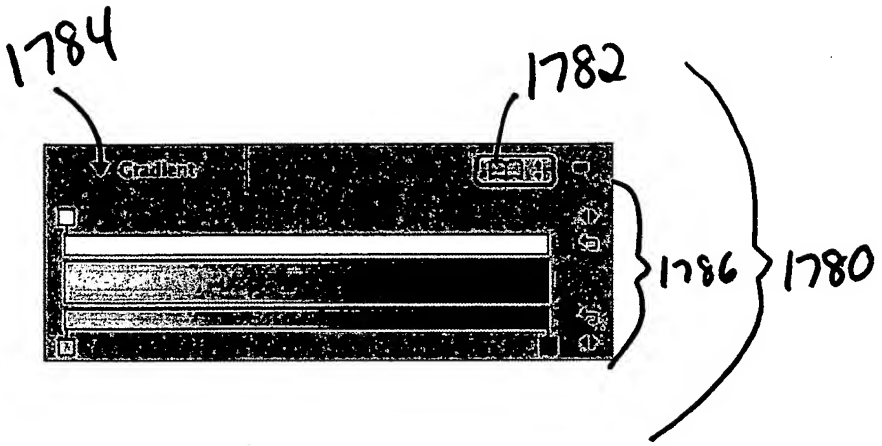

FIG. 178

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